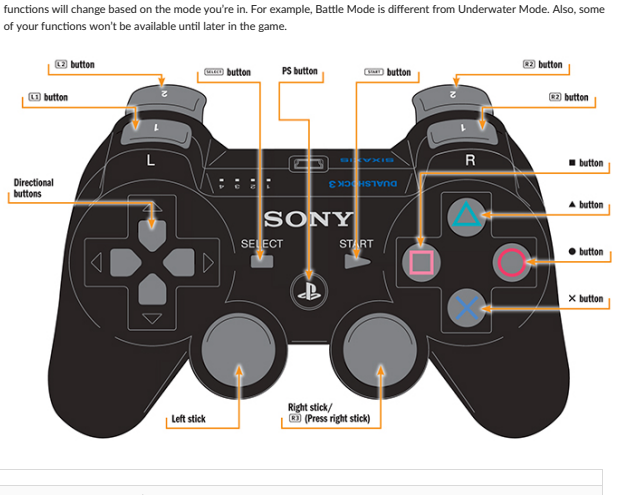
The Basics

Game Controls

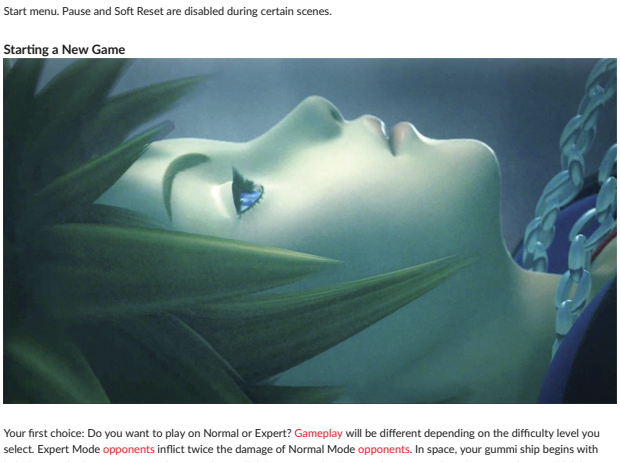
It takes a while to learn all the buttons in the game, and even longer to master your combos. Keep in mind that the controller functions will change based on the mode you're in. For example, Battle Mode is different from Underwater Mode. Also, some of your functions won't be available until later in the game.



Button	Action
L1 Button	Hold down to display magic shortcut menu
L2 Button	Cycle through available targets while locked on
R1 Button	Engage or disengage target lock
R3 Button (Press right stick)	Revert camera to default frontal view
Directional buttons	Move cursor / Move cursor in command menu
Left stick	Move character / Move Camera (when in first person mode by pressing SELECT)
Right stick	Move Camera
START Button	Display main menu / Pause (during battle and cutscenes) / Skip events (during cutscenes)
SELECT Button	Toggle first-person view on and off
● Button	Cancel / Press while holding the L1 button to cast assigned spell
▲ Button	Special Commands (Talk / Open Chests / Save, etc.) / Use Special Abilities (P21) / Call Allies (battles) / Press while holding the L1 button to cast assigned spell
■ Button	Use abilities (Dodge Roll, etc.) / Descend when flying or swimming / Press while holding the L1 button to cast assigned spell
✕ Button	Confirm /Jump / Release / Ascend when flying or swimming

Press the L1 , L2 , R1 , R2 , START and SELECT buttons together to perform a Soft Reset, returning the game to the Start menu. Pause and Soft Reset are disabled during certain scenes.

Starting a New Game

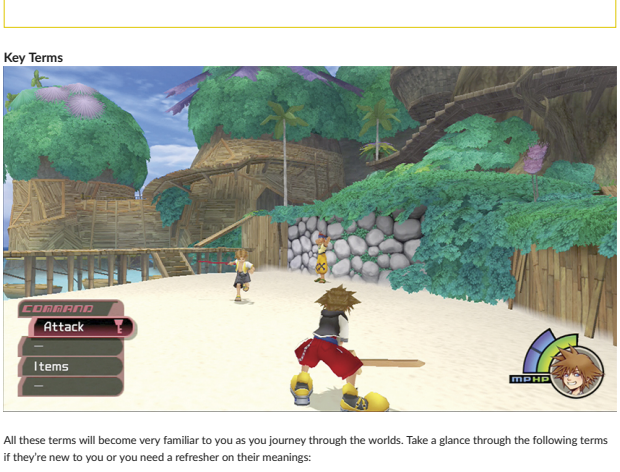


Your first choice: Do you want to play on Normal or Expert? Gameplay will be different depending on the difficulty level you select. Expert Mode opponents inflict twice the damage of Normal Mode opponents. In space, your gummi ship begins with half the standard armor rating and enemy ships will deliver twice the damage that a Normal Mode enemy ship would deliver. Unless you are already a hard-core player, it's recommended that you begin with Normal Mode and advance to Expert Mode after you've had some experience with the game.

Note

See the "Dive Into the Heart" walkthrough chapter for complete details on character setup, including choices that affect stats, starting weapons, and level progression.

Key Terms



All these terms will become very familiar to you as you journey through the worlds. Take a glance through the following terms if they're new to you or you need a refresher on their meanings:

Ability: Think of these as character skills that you unlock by leveling up. You need AP to activate abilities.

Accessories: Equipment that your party members can put on for improvement to stats and resistances.

AP (Ability Points): These points are used to equip abilities. The higher your level, the more Ability Points you have to spend on your skills.

DEF (Defense): This stat reduces the damage characters take from attacks.

EXP (Experience): You earn EXP for defeating opponents. All characters receive EXP, even if you don't land the final blow against an opponent or if you don't happen to be in the party at that moment.

Gummi Ship: This is a special vessel that enables you to travel between worlds. Gummi blocks are items that you can attach to your ship to improve performance.

HP (Hit Points): A character's health, or stamina, is represented by hit points (HP). The right side of the screen displays HP as a green rounded meter surrounding a character's portrait. If Sora's HP meter drops to zero, the game ends and you choose an option on the Continue screen. If another party member's HP meter hits zero, the character is temporarily knocked out but will recover after 45 seconds (except for Donald and Ariel, who recover after 60 seconds).

Items: Most usable objects fit under this term, such as a Potion or Ether. You can set which items are available on your shortcuts through the Items menu.

LV (Level): Characters' levels increase through EXP and range from 1 to 100. The higher the level, the more powerful a character's stats become, especially HP, AP, and STR.

Max AP: A character's maximum ability points. This may increase based on level.

Max HP: A character's maximum hit points. This may increase based on level.

Max MP: A character's maximum magic points. This may increase based on level.

MP (Magic Points): Your spells consume magic points. MP balls dropped from opponents can refill your MP meter, as well as Ethers and Elixirs.

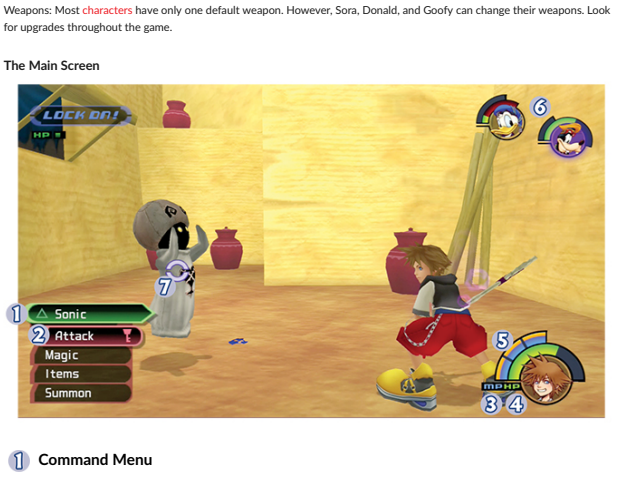
Munny: The game's unit of currency. You spend munny on equipment and items in shops.

STR (Strength): Strength determines how much damage you inflict through physical attacks.

Trinity Marks: These are colored symbols you discover on the ground, five in all: blue, red, green, yellow, and white. When you stand on or near a Trinity Mark, the Trinity ability appears in the Command menu. You can only use Trinity Marks if Donald and Goofy are in your party.

Weapons: Most characters have only one default weapon. However, Sora, Donald, and Goofy can change their weapons. Look for upgrades throughout the game.

The Main Screen



① Command Menu

The Command menu changes depending on the game situation. Blue is the standard, noncombat setting. It turns red for Battle Mode when opponents appear in the area. Green abilities will flash atop the Command menu when they are available in combat.

② Currently Selected Option

Your selected command is highlighted from Attack, Magic, Items, and Summon options.

③ MP Gauge

Sora's blue Magic Point meter surrounds his portrait. Each segment represents one MP.

④ HP Gauge

Sora's green Hit Point meter surrounds his portrait. If you want to know the exact HP figure, check the Status menu.

⑤ Charge Gauge

Sora's orange Charge meter surrounds his portrait. Once enough Charge fills up, it converts to MP. Low-MP spells subtract from the Charge meter first.

⑥ Party's Gauge

The other characters in your party are displayed in the top-right corner of your screen. Watch their HP and MP meters to know when to use items.

⑦ Target Icon

This symbol appears on an opponent or object that you target with the "Lock On" function.

Caution

Your HP gauge glows red when you have less than 20 percent of your Max HP left. A high-pitched alert also sounds. When this occurs, you should concentrate on defense and seek to heal quickly.

Lock On Feature

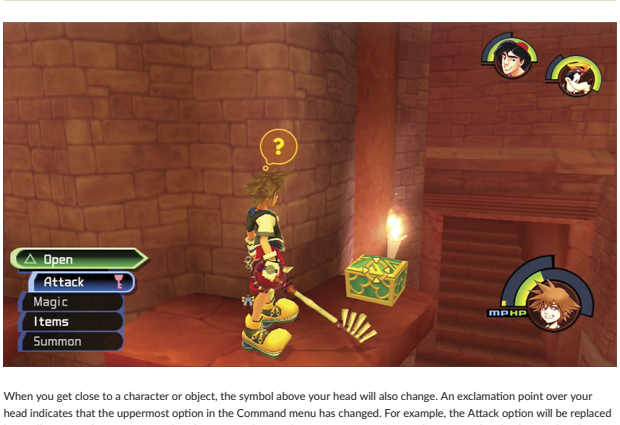
LOCK ON!
Sonic
Attack
Magic
Items
Summon

Attack
Magic
Items
Summon

You can lock onto targets four different ways. At long range, you can manually lock onto an opponent or object and your target lock will appear as a purple circle divided into four segments. At medium range, you can manually lock onto an opponent or object and your target lock will appear as a purple circle divided into two segments. At short range, you can manually lock onto an opponent or object and your target lock will appear as a complete purple circle. If you move close enough to an opponent or object, the Auto Lock feature will display as an orange circle with four arrows. Remember that you can toggle among targets, and if you can't lock onto a target, you know that there is nothing to interact with in the area.

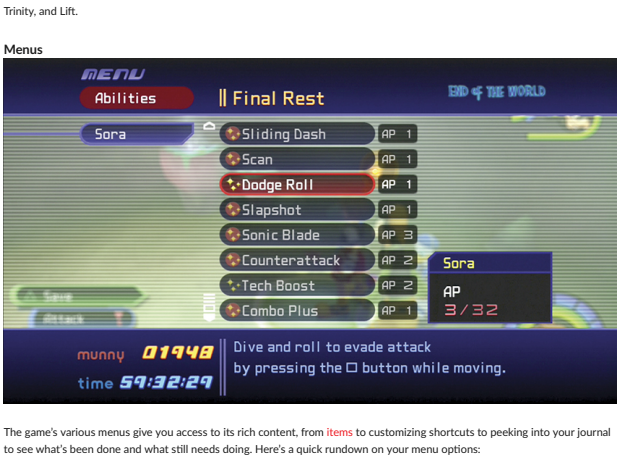
Tip

Locking onto a target is very useful when fighting bosses and you need to focus on a specific body part or item. In undersea areas or while flying, locking on helps you move toward your target easily.



When you get close to a character or object, the symbol above your head will also change. An exclamation point over your head indicates that the uppermost option in the Command menu has changed. For example, the Attack option will be replaced by a Talk option when you approach a character with something to say. A question mark over your head indicates that the lowermost option in the Command menu has changed. These special commands generally include Open, Examine, Save, Drink, Trinity, and Lift.

Menus



The game's various menus give you access to its rich content, from items to customizing shortcuts to peeking into your journal to see what's been done and what still needs doing. Here's a quick rundown on your menu options:

Main Menu: Everything begins here. Your sub-menus are listed on the left side, while your world location is displayed at the top of the screen. Current party members are shown on the main screen, with their stats below them. Any fourth character who joins you will be listed too, with his or her name, level, HP, and MP listed. In the bottom-left corner, look for your current munny total and the amount of time you've played your current game.

Items Menu: You can choose your party's items here, and you'll be back often to stock up on Potions and other useful consumable items. Remember that you can only use items in combat that have been previously assigned through this menu, though you will gain more item slots as you level up. You can also view your gummi blocks from this menu.

Equipment Menu: Look for your characters' weapons and accessories in this menu. The top slot of each character is for a weapon; the remaining slots are for accessories. When you choose a new weapon or accessory, a stats list to the right shows the changes that will occur if you decide to equip that piece. Blue figures represent an increased stat, while red represents a decrease; gray signals that the stat will remain the same.

Abilities Menu: You can equip or remove character abilities from this menu. Scroll through a character's list of abilities and select abilities that you would like to equip. So long as you have the required AP (shown to the right of the ability), you can equip the ability. Details about the selected ability are written at the bottom of the screen. Equipped abilities are displayed with a star field enclosed by a red circle; unequipped abilities just show a star field.

Customize Menu: This is where you set up your three magic shortcuts. Choose the three spells that you use the most often, such as Fire and Cure, or you can customize the shortcuts before boss fights to better prepare for that specific battle. Though you can't assign shortcuts to other characters, you can predetermine their fighting styles by altering their individual Customize settings. You can choose from three categories to affect the how often a character performs an action: Constantly, Frequently, and Occasionally.

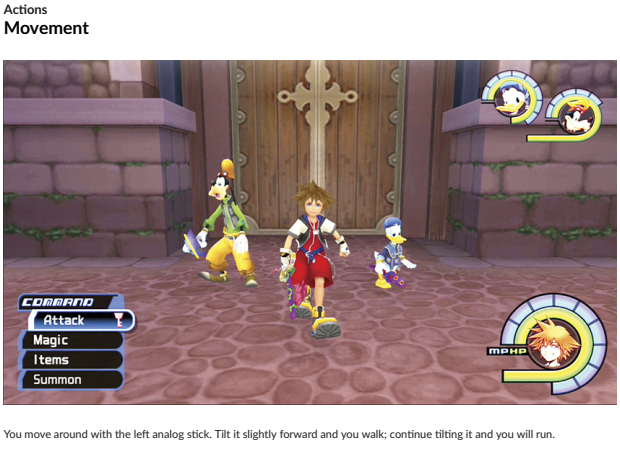
Status Menu: Your characters' stats, equipment, and abilities appear here for a quick overview. The main Status screen shows each party member's HP, MP, AP, STR, DEF, LV, and EXP. You can also check to see how much experience they need to hit the next level. Scroll through the other screens for details on equipment, abilities, and available summons.

Journal Menu: Jiminy Cricket keeps a record of your story and things you've accomplished and collected. Details that you can read about include your Chronicles (summaries of your adventures to date), Ansem's Report (which parts you have so far), Characters (information on the characters and Heartless you've encountered), 101 Dalmatians (which puppies you've rescued and which still remain missing), Trinity List (keeps track of which Trinity Marks you've activated by color), and Mini-Games (shows the records held in the various games).

Config Menu: Here you can configure all the game settings. Set your personal preferences for Auto Lock, Target Lock, Field View, Vibration, Sound, and Challenge Level.

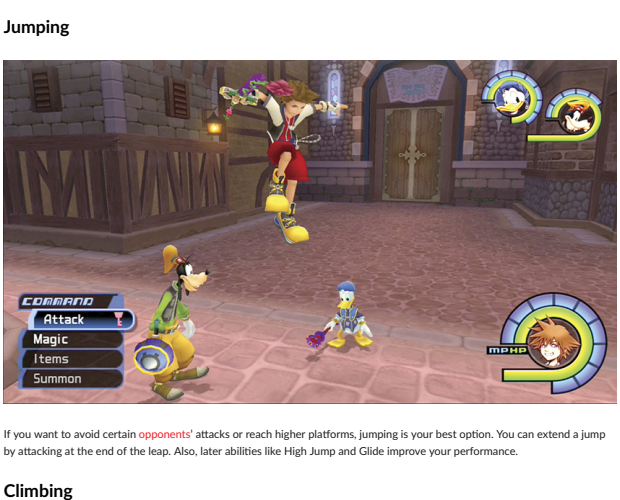
Actions

Movement



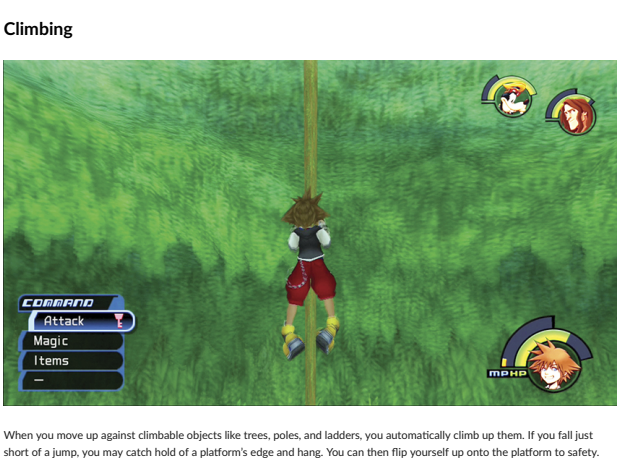
You move around with the left analog stick. Tilt it slightly forward and you walk; continue tilting it and you will run.

Jumping



If you want to avoid certain opponents' attacks or reach higher platforms, jumping is your best option. You can extend a jump by attacking at the end of the leap. Also, later abilities like High Jump and Glide improve your performance.

Climbing



When you move up against climbable objects like trees, poles, and ladders, you automatically climb up them. If you fall just short of a jump, you may catch hold of a platform's edge and hang. You can then flip yourself up onto the platform to safety.

Exploring

mail
Examine
Attack
Magic
Items
Summon

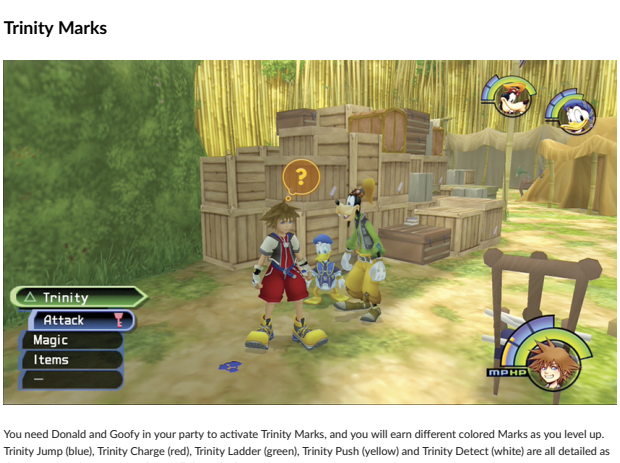
Whenever you approach an object you can examine, use, or open, the Lock On feature automatically activates for easy access.

Talking

Talk
Attack
Magic
Items
Summon

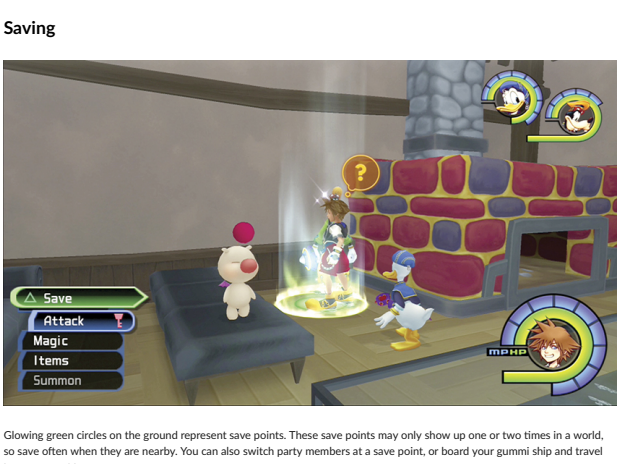
The automatic Lock On feature activates when you approach characters with something to say. Select the "Talk" option to speak with the character.

Trinity Marks



You need Donald and Goofy in your party to activate Trinity Marks, and you will earn different colored Marks as you level up. Trinity Jump (blue), Trinity Charge (red), Trinity Ladder (green), Trinity Push (yellow) and Trinity Detect (white) are all detailed as they appear in the corresponding walkthrough chapters.

Saving

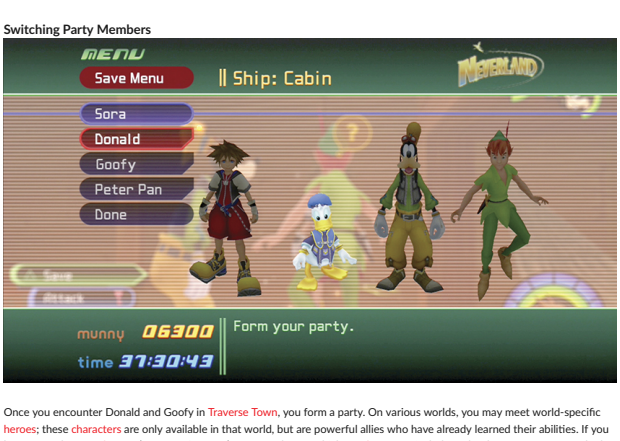


Glowing green circles on the ground represent save points. These save points may only show up one or two times in a world, so save often when they are nearby. You can also switch party members at a save point, or board your gummi ship and travel between worlds.

Tip

Stepping on a save point fully replenishes the HP and MP of the entire party. Always perform this action on a save point!

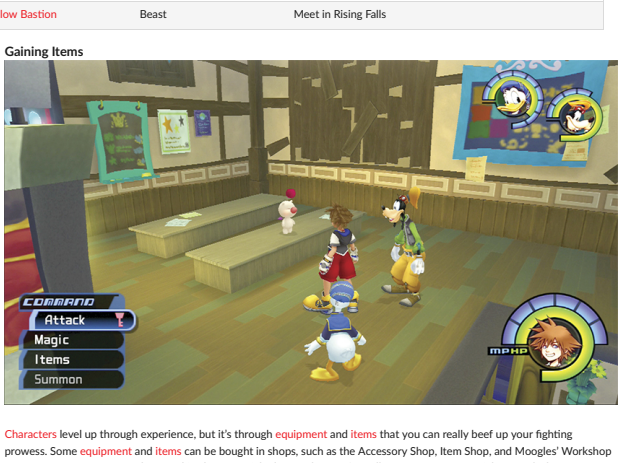
Switching Party Members



Once you encounter Donald and Goofy in Traverse Town, you form a party. On various worlds, you may meet world-specific heroes; these characters are only available in that world, but are powerful allies who have already learned their abilities. If you have more than two heroes (not counting Sora), you can choose which two heroes to include in the three-person party. Think carefully about the trials ahead before you choose your characters. If you want a magic presence, keep Donald, while Goofy offers more defense in combat. In most areas, unless you want to unlock Trinity Marks, you should keep the world-specific hero in your party and remove either Donald or Goofy.

World	Character	Meeting Condition
Deep Jungle	Tarzan	After battling Sabor for the first time
Agrabah	Aladdin	Defeat opponents in the Desert Cave
Atlantica	Ariel	Defeat opponents in the Tranquil Grotto
Halloween Town	Jack Skellington	Enter the Research Lab
Neverland	Peter Pan	At the start of the world
Hollow Bastion	Beast	Meet in Rising Falls

Gaining Items



Characters level up through experience, but it's through equipment and items that you can really beef up your fighting prowess. Some equipment and items can be bought in shops, such as the Accessory Shop, Item Shop, and Moogles' Workshop in Traverse Town. Some can be found in chests or picked up as drops off of fallen opponents. You might even find some through Trinity Marks or as special prizes for winning a boss fight. Once you earn the ability to activate green Trinity Marks, you can gain access to the Moogles' Workshop above the Accessory Shop in Traverse Town. Inside the Workshop, you can synthesize special equipment and items by giving the Moogles items you have collected on your travels and letting them craft these ingredients into extremely useful items. For a complete list of these powerful items, see the "Synthesis Items" chapter.

Abilities

LOCK ON!
COMMAND
Attack
Magic
Items
Summon

Your choice at the beginning of the game to keep one and discard one of the sword, staff, and shield affects how you gain abilities (see the "Dive into the Heart" chapter for complete details). As you gain levels, you will also earn more AP to spend on your abilities. Throughout the game, you will gain shared abilities at times for performing special tasks, such as defeating a difficult foe or sealing a world's keyhole. Shared abilities are used by everyone in your party.

Donald and Goofy also gain abilities as you adventure along. World-specific heroes, such as Ariel and Peter Pan, do not gain abilities—they already have all their abilities when you first meet them.

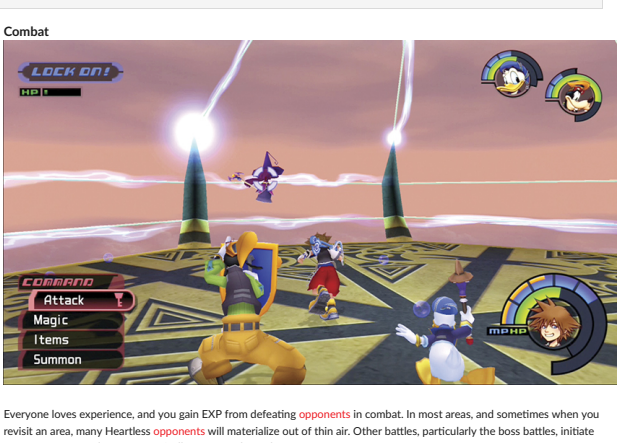
Tip

More than one character can have the same ability. Stacking abilities multiplies the effect, and some abilities like Cheer, Jackpot, and Lucky Strike affect all party members.

Ability	AP	Cost	Type	Description	Sora	Donald	Goofy	Tarzan	Aladdin	Ariel	Jack	Pet Pan
Aerial Sweep	2	-	-	Leap at an airborne enemy and strike a mighty blow.	Yes	-	-	-	-	-	-	-
Aero Potion	3	2 MP	Defense	Use potions packed with Aero power.	-	-	-	-	-	Yes	-	-
Air Combo Plus	1	-	-	Extends aerial combo attack by one step. Equip more to extend it further.	Yes	-	-	-	-	-	-	-
Applause!	1	1 MP	Special	Upstage foes with this dramatic long-range sliding attack.	-	-	-	-	-	-	Yes	-
Ars Arcanum	4	3 MP	Short-Range	A formidable attack. After a combo, select followup attack again for a double combo. (Short-range attack. Cost: 3 MP)	Yes	-	-	-	-	-	-	-
Asp's Bite	2	1 MP	Special	Knock out an enemy with a powerful blow.	-	-	-	Yes	-	-	-	-
Berserk	1	-	-	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.	Yes	Yes	Yes	Yes	-	-	-	-
Blazing Fury	2	(*1)	Special	Blast enemies with scorching fire.	-	-	-	-	-	-	Yes	-
Blitz	3	-	-	Strike enemies ahead of you with a powerful finishing combo.	Yes	-	-	-	-	-	-	-
Bolts of Sorrow	3	1 MP	Special	Call lightning down to shock enemies.	-	-	-	-	-	-	Yes	-
Charge	1	1 MP	Special	Charge and knock out an enemy with shield.	-	-	Yes	-	-	-	-	-
Cheer	1	-	-	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.	Yes	Yes	Yes	-	Yes	-	Yes	-
Combo Master	3	-	-	Deliver combo attacks even if attacks do not land.	Yes	-	-	-	-	-	-	-
Combo Plus	1	-	-	Extends ground combo attack by one step. Equip more to extend it further.	Yes	-	-	-	-	-	-	-
Counterattack	2	-	-	Strike back after parrying an enemy blow. Successful counterattacks restore MP.	Yes	-	-	-	-	-	-	-
Crescent	2	1 MP	Special	Jump straight up to attack enemies overhead.	-	-	-	-	Yes	-	-	-
Critical Plus	2	-	-	Increases the odds of dealing critical damage. Equip more to boost effect.	Yes	-	-	Yes	Yes	-	-	Yes
Cure Potion	3	1 MP	Defense	Use potions packed with Cure effect.	-	-	-	-	-	Yes	-	-
Dodge Roll	1	-	-	Dive and roll to evade attack by pressing the ■ button while moving.	Yes	-	-	-	-	-	-	-
Encounter Plus	1	-	-	Increases odds of encountering enemies in the field.	Yes	-	-	-	-	-	-	-
Evolution	3	3 MP	Support	Give up MP to give 30 HP to entire party.	-	-	Yes	-	-	-	-	-
Ferocious Lunge	2	1 MP	Special	Lunge at an enemy from a distance.	-	-	-	Yes	-	-	-	-
Furious Bellow	3	1 MP	Special	Knock out surrounding enemies with a raging bellow.	-	-	-	Yes	-	-	-	-
Ghostly Scream	3	1 MP	Special	Summon dark spheres to crush enemies.	-	-	-	-	-	-	Yes	-
Gravity Break	2	-	-	Has a 30% chance of unleashing a gravity-based finishing combo attack that deals damage equal to a % of the target's HP.	Yes	-	-	-	-	-	-	-
Guard	2	-	-	Guard against an enemy attack by pressing the ■ button.	Yes	-	-	-	-	-	-	-
Healing Herb	3	1 MP	Defense	Recharge HP with an energizing herb.	-	-	-	Yes	-	-	-	-
Hurricane Blast	2	-	-	From an aerial combo, unleash an extremely powerful finishing combo attack to the enemy below.	Yes	-	-	-	-	-	-	-
Hummingbird	2	1 MP	Special	Dart in to rain countless blows upon the enemy.	-	-	-	-	-	-	-	Yes
Icy Terror	2	(*2)	Special	Freeze enemies with a bone-chilling blizzard.	-	-	-	-	-	-	Yes	-
Jackpot	2	-	-	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.	Yes	Yes	Yes	-	Yes	-	Yes	Yes
Leaf Bracer	5	-	-	Stop enemies from breaking Cure ability on self.	Yes	Yes	-	-	-	-	-	-
Lucky Strike	1	-	-	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.	Yes	Yes	Yes	-	Yes	-	Yes	Yes
MP Gift	3	1 MP	Support	Give up MP to give 1 MP to a friend.	-	-	Yes	-	-	-	-	-
MP Haste	3	-	-	Boosts MP recovery rate in battle, allowing more spellcasting.	Yes	Yes	Yes	-	-	-	-	Yes
MP Rage	2	-	-	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.	Yes	Yes	Yes	-	-	Yes	Yes	-
Raging Boar	2	1 MP	Special	Thrash surrounding enemies with spear, blowing them out of the way.	-	-	-	Yes	-	-	-	-
Ragnarok	4	3 MP	Aerial	After aerial combo, select followup attack at right time to unleash Ragnarok. (For airborne targets. Cost: 3 MP)	Yes	-	-	-	-	-	-	-
Ripple Drive	3	-	-	Unleash a powerful finishing combo attack upon surrounding enemies. Attack power is relative to max MP value.	Yes	-	-	-	-	-	-	-
Rocket	1	1 MP	Special	Leap at an airborne enemy and attack with shield.	-	-	Yes	-	-	-	-	-
Sandstorm	2	1 MP	Special	Strike at enemies while charging through them.	-	-	-	-	Yes	-	-	-
Scan	1	-	-	View an enemy's HP gauge during battle.	Yes	-	-	-	-	-	-	-
Second Chance	2	-	-	Keep 1 HP even after taking a critical hit.	Yes	Yes	Yes	Yes	-	-	-	-
Second Wind	3	-	-	Recover from KO status quickly with HP fully restored.	-	Yes	Yes	Yes	Yes	-	-	-
Slapshot	1	-	-	Rapidly strike enemies ahead of you. Occasionally deals critical damage.	Yes	-	-	-	-	-	-	-
Sliding Dash	1	-	-	Rush and strike a distant enemy.	Yes	-	-	-	-	-	-	-
Sonic Blade	3	2 MP	Mid-Range	Slash an enemy while rushing past. Select followup attack at right time for a combo. (Mid-range attack. Cost: 2 MP)	Yes	-	-	-	-	-	-	-
Spiral Wave	1	1 MP	Special	Charge at a target with a spinning attack.	-	-	-	-	-	Yes	-	-
Storm's Eye	2	2 MP	Defense	Wrap yourself in a protective whirlwind.	-	-	-	-	-	-	-	Yes
Strike Raid	3	2 MP	Long-Range	Hurl the Keyblade at an enemy. Select followup attack at right time for a combo.	Yes	-	-	-	-	-	-	-
Stun Impact	2	-	-	Has a 30% chance of unleashing a finishing combo attack that renders surrounding enemies unconscious.	Yes	-	-	-	-	-	-	-
Tech Boost	2	-	-	Increases Tech Points obtained by parrying enemy attacks. Equip more to boost effect.	Yes	-	-	-	-	-	-	-
Thunder Potion	3	1 MP	Special	Use potions packed with Thunder power.	-	-	-	-	-	Yes	-	-
Time-Out	4	2 MP	Special	Freeze time for enemies, halting their movement.	-	-	-	-	-	-	-	Yes
Tornado	2	1 MP	Special	Whirl after an enemy, using shield to attack.	-	-	Yes	-	-	-	-	-
Treasure Magnet	2	-	-	Attract nearby HP / MP balls, munny, and items. Equip two to attract these from even further away.	Yes	Yes	Yes	-	Yes	Yes	Yes	Yes
Trinity Limit	1	ALL	Special	Channel the party's remaining MP to crush surrounding foes. Minimum 3 MP. (With companions nearby. Cost: All MP)	Yes	-	-	-	-	-	-	-
Vortex	1	-	-	Close the distance to nearby enemies with this powerful spinning attack.	Yes	-	-	-	-	-	-	-
Wind Armor	3	2 MP	Defense	Protect yourself with a cloak of air.	-	-	-	Yes	-	-	-	-
Zantetsuken	2	-	-	Has a 30% chance of unleashing a finishing combo attack that can destroy a weaker enemy.	Yes	-	-	-	-	-	-	-

Stored Abilities	Effect	World Learned
Glide	Press ● to glide when airborne. This enables Sora to cover a greater distance.	Neverland
High Jump	All party members can jump higher and further.	Monstro
Mermaid Kick	Press ● or ■ twice when in the water, holding the button down the second time you press. This enables Sora to swim faster and against strong currents.	Atlantica
Superglide	Press ● to glide when airborne. The effect is similar to that of Glide, another shared ability. However, Sora glides faster.	End of the World

Combat



Everyone loves experience, and you gain EXP from defeating opponents in combat. In most areas, and sometimes when you revisit an area, many Heartless opponents will materialize out of thin air. Other battles, particularly the boss battles, initiate after cut scenes and you automatically enter Battle mode.

Tip

Look at your Command menu. If it is red you are in Battle Mode.

Standard Attacks

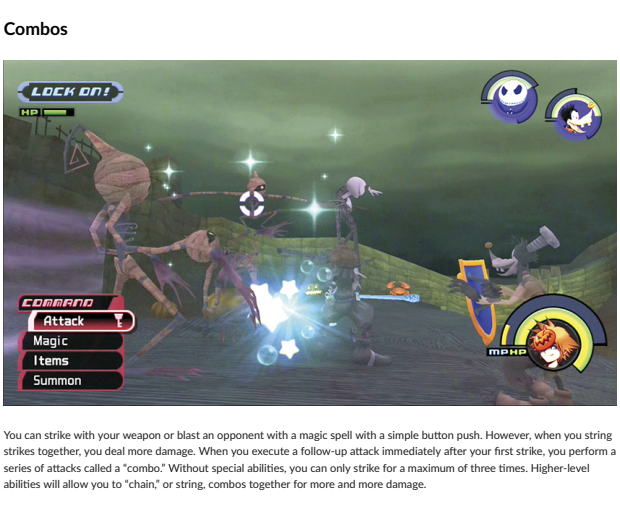
COMMAND
Magic
Items
Summon

How a standard weapon strike performs depends on your opponent's position. Against a close opponent on the ground, you rush forward and strike once for each button push. Against airborne opponents, you automatically leap into the air and strike if you're locked onto your foe. While in the air, you will strike the closest foe if there are multiple opponents flying around.

Tip

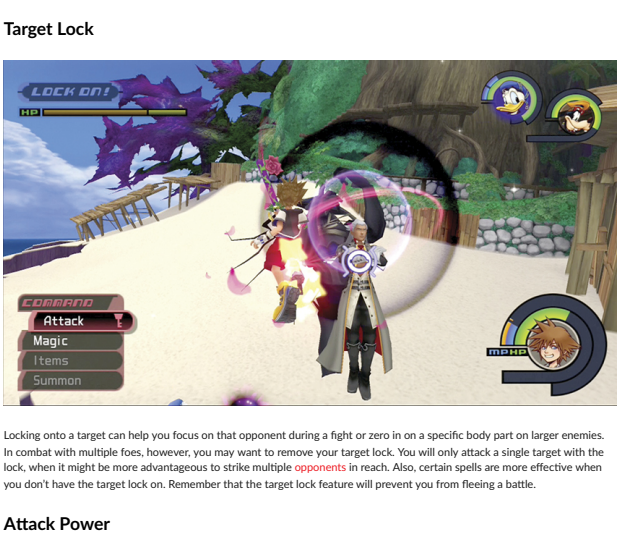
Sora must be the one to land the final blow against a boss. Otherwise, the boss remains at one HP and continues to fight on.

Combos



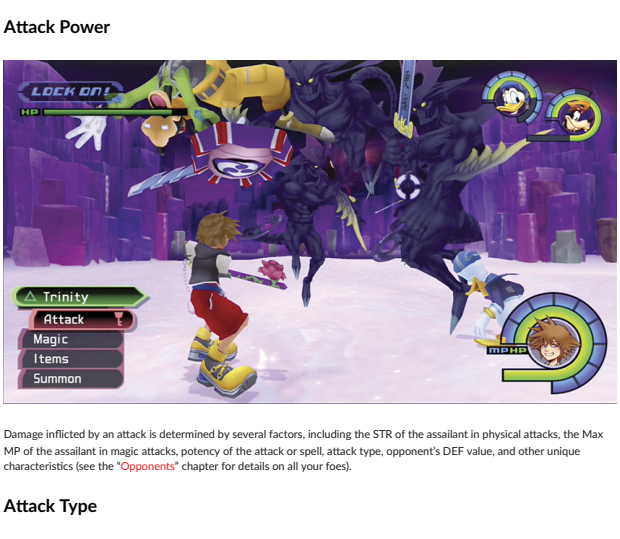
You can strike with your weapon or blast an opponent with a magic spell with a simple button push. However, when you string strikes together, you deal more damage. When you execute a follow-up attack immediately after your first strike, you perform a series of attacks called a "combo." Without special abilities, you can only strike for a maximum of three times. Higher-level abilities will allow you to "chain," or string, combos together for more and more damage.

Target Lock



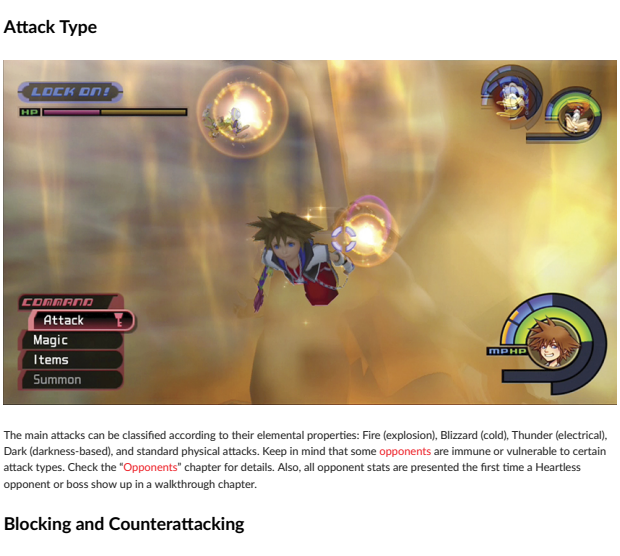
Locking onto a target can help you focus on that opponent during a fight or zero in on a specific body part on larger enemies. In combat with multiple foes, however, you may want to remove your target lock. You will only attack a single target with the lock, when it might be more advantageous to strike multiple opponents in a bunch. Also, certain spells are more effective when you don't have the target lock on. Remember that the target lock feature will prevent you from fleeing a battle.

Attack Power



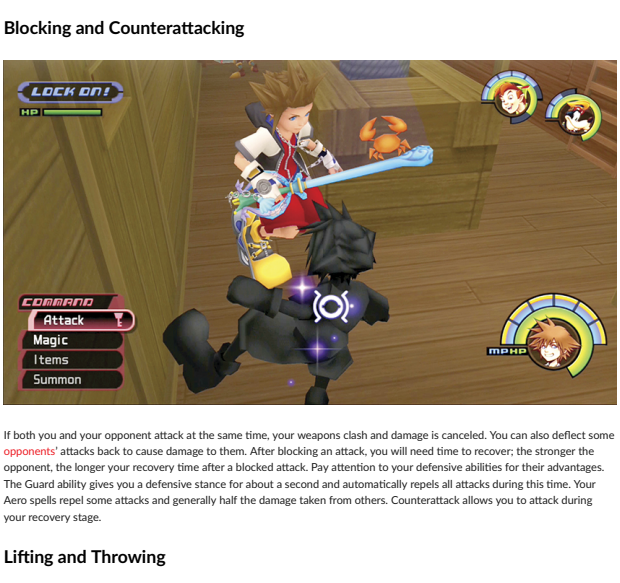
Damage inflicted by an attack is determined by several factors, including the STR of the assailant in physical attacks, the Max MP of the assailant in magic attacks, potency of the attack or spell, attack type, opponent's DEF value, and other unique characteristics (see the "Opponents" chapter for details on all your foes).

Attack Type



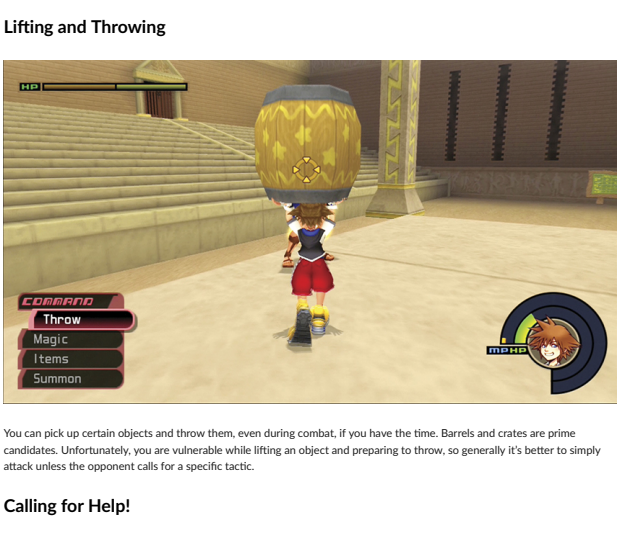
The main attacks can be classified according to their elemental properties: Fire (explosion), Blizzard (cold), Thunder (electrical), Dark (darkness-based), and standard physical attacks. Keep in mind that some opponents are immune or vulnerable to certain attack types. Check the "Opponents" chapter for details. Also, all opponent stats are presented the first time a Heartless opponent or boss show up in a walkthrough chapter.

Blocking and Counterattacking



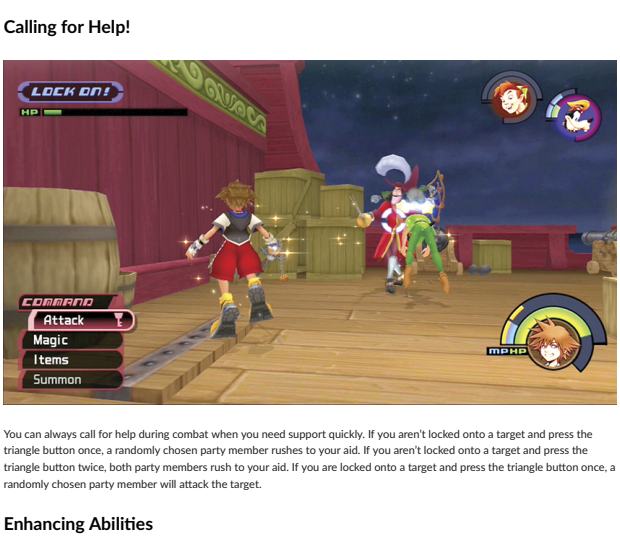
If both you and your opponent attack at the same time, your weapons clash and damage is canceled. You can also deflect some opponents' attacks back to cause damage to them. After blocking an attack, you will need time to recover: the stronger the opponent, the longer your recovery time after a blocked attack. Pay attention to your defensive abilities for their advantages. The Guard ability gives you a defensive stance for about a second and automatically repels all attacks during this time. Your Aero spells repel some attacks and generally halve the damage taken from others. Counterattack allows you to attack during your recovery stage.

Lifting and Throwing



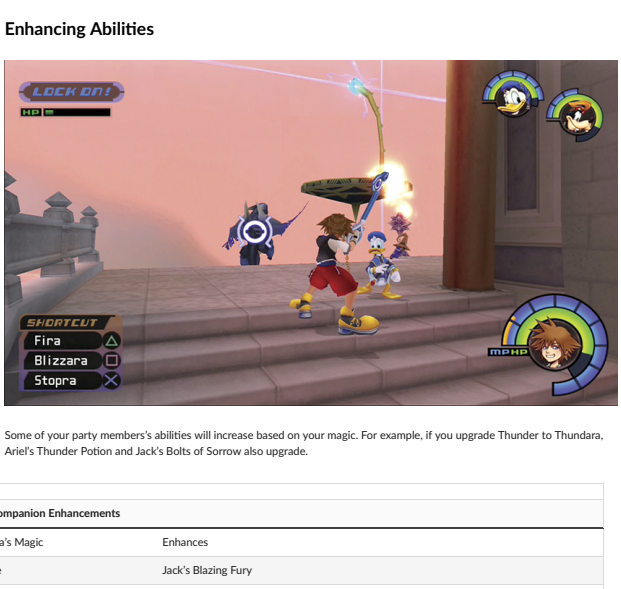
You can pick up certain objects and throw them, even during combat, if you have the Throw. Barrels and crates are prime candidates. Unfortunately, you are vulnerable while lifting an object and preparing to throw, so generally it's better to simply attack unless the opponent calls for a specific tactic.

Calling for Help!



You can always call for help during combat when you need support quickly. If you aren't locked onto a target and press the triangle button once, a randomly chosen party member rushes to your aid. If you aren't locked onto a target and press the triangle button twice, both party members rush to your aid. If you are locked onto a target and press the triangle button once, a randomly chosen party member will attack the target.

Enhancing Abilities

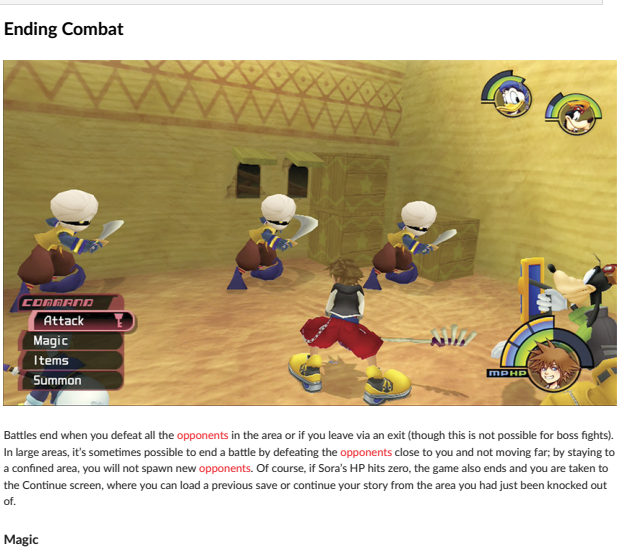


Some of your party member's abilities will increase based on your magic. For example, if you upgrade Thunder to Thundara, Ariel's Thunder Potion and Jack's Bolts of Sorrow also upgrade.

Companion Enhancements

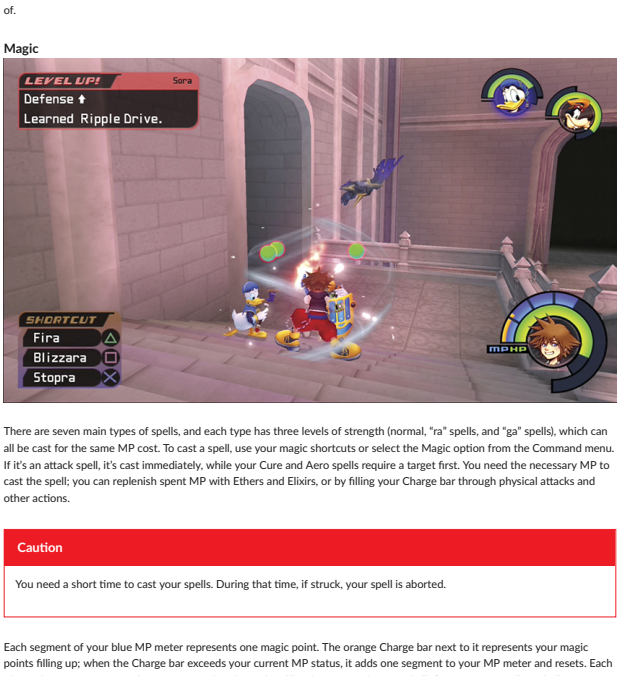
Sora's Magic	Enhances
Fire	Jack's Blazing Fury
Blizzard	Jack's Icy Terror
Thunder	Ariel's Thunder Potion, Jack's Bolts of Sorrow
Gravity	Jack's Ghostly Scream
Cure	Tarzan's Healing Herb, Ariel's Cure Potion
Aero	Tarzan's Wind Armor, Ariel's Aero Potion, Peter Pan's Storm's Eye
Stop	Peter Pan's Time-Out

Ending Combat



Battles end when you defeat all the opponents in the area or if you leave via an exit (though this is not possible for boss fights). In large areas, it's sometimes possible to end a battle by defeating the opponents close to you and not moving far; by staying in a confined area, you will not spawn new opponents. Of course, if Sora's HP hits zero, the game also ends and you are taken to the Continue screen, where you can load a previous save or continue your story from the area you had just been knocked out of.

Magic



There are seven main types of spells, and each type has three levels of strength (normal, "ra" spells, and "ga" spells), which can all be cast for the same MP cost. To cast a spell, use your magic shortcuts or select the Magic option from the Command menu. If it's an attack spell, it's cast immediately, while your Cure and Aero spells require a target first. You need the necessary MP to cast the spell; you can replenish spent MP with Ethers and Elixirs, or by filling your Charge bar through physical attacks and other activities.

Caution

You need a short time to cast your spells. During that time, if struck, your spell is aborted.

Each segment of your blue MP meter represents one magic point. The orange Charge bar next to it represents your magic points filling up; when the Charge bar exceeds your current MP status, it adds one segment to your MP meter and resets. Each Charge bar segment is equal to 30 points. The Charge bar fills when you pick up MP balls (2 points for small MP balls; 15 points for large MP balls), attack opponents (5-24 Charge points), or if you are attacked with the MP Rage ability equipped (points equal to half of the amount of HP lost).

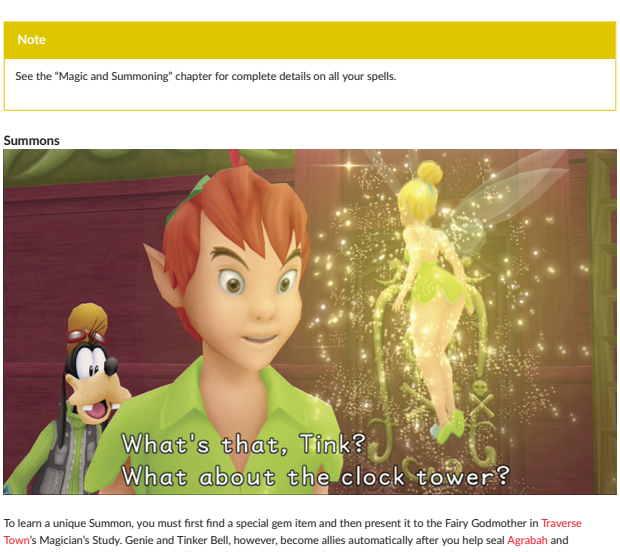
Tip

Spells consume MP. However, Fire and Blizzard spells drain the Charge bar before they drain the MP meter.

Note

See the "Magic and Summoning" chapter for complete details on all your spells.

Summons

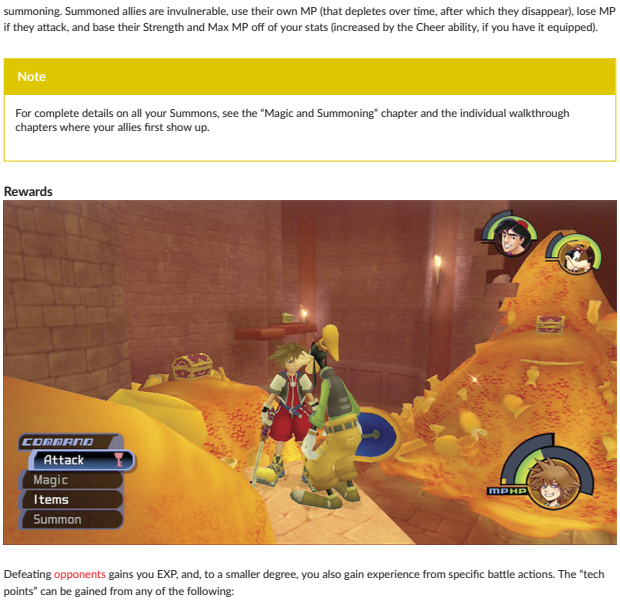


To learn a unique Summon, you must first find a special gem item and then present it to the Fairy Godmother in Traverse Town's Magician's Study. Genie and Tinker Bell, however, become allies automatically after you help out Agrabah and Neverland, respectively. Summoned allies can only help you for a short period of time and only once per battle; while summoned, you cannot use special abilities, call other Summons, or leave the current area. You cannot summon out of combat, if one of your companions is unconscious, or while up in the air, and you must have enough MP to complete the summoning. Summoned allies are invulnerable, use their own MP (that depletes over time, after which they disappear), not MP if they attack, and base their Strength and Max MP off of your stats (increased by the Cheer ability, if you have it equipped).

Note

For complete details on all your Summons, see the "Magic and Summoning" chapter and the individual walkthrough chapters where your allies first show up.

Rewards

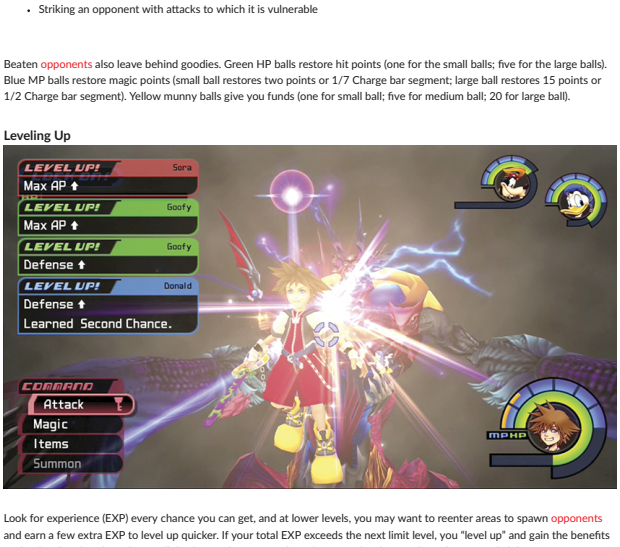


Defeating opponents gains you EXP and, to a smaller degree, you also gain experience from specific battle actions. The "tech points" can be gained from any of the following:

- Blocking an incoming attack
- Striking an opponent with a deflected attack
- Hitting specific parts of an opponent
- Striking an opponent with attacks to which it is vulnerable

Beaten opponents also leave behind goodies. Green HP balls restore hit points (one for the small balls; five for the large balls). Blue MP balls restore magic points (small ball restores two points or 1/7 Charge bar segment; large ball restores 15 points or 1/2 Charge bar segment). Yellow munny balls give you funds (one for small ball; five for medium ball; 20 for large ball).

Leveling Up

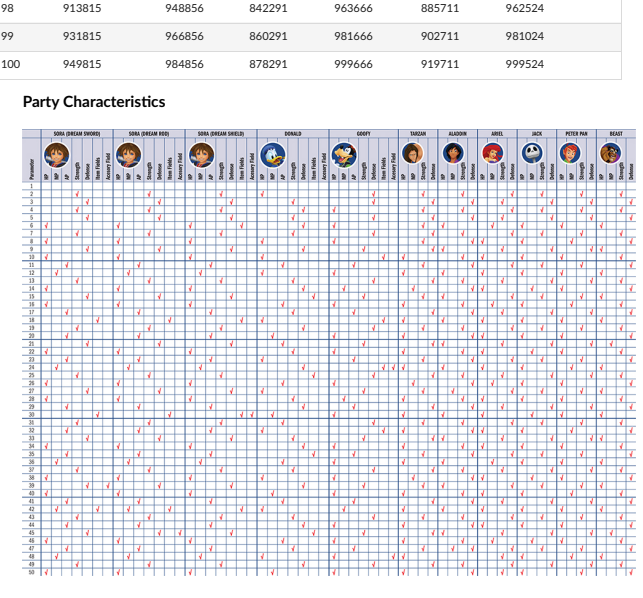


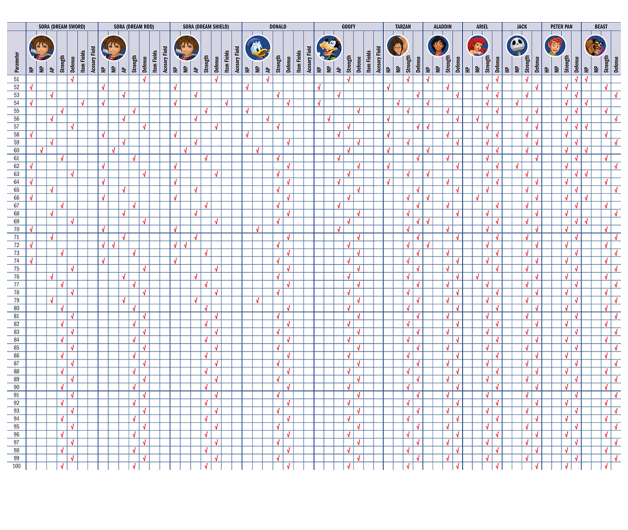
Look for experience (EXP) every chance you can get, and at lower levels, you may want to reenter areas to spawn opponents and earn a few extra EXP to level up quicker. If your total EXP exceeds the next limit level, you "level up" and gain the benefits of that level. Colored windows will display on the screen when characters level up to show the stat and ability gains.

Characters' Experience Points

Level	Sora: Average	Sora: Fast	Sora: Slow	Donald	Goofy	Other Characters
2	18	14	24	26	8	8
3	42	33	56	61	19	19
4	75	59	98	108	35	35
5	120	96	155	171	57	58
6	181	147	231	256	89	90
7	265	218	331	366	134	136
8	375	316	461	516	198	202
9	525	446	641	716	289	296
10	675	576	821	916	380	390
11	825	706	1001	1116	471	484
12	1035	886	1241	1396	591	614
13	1245	1066	1481	1676	711	744
14	1455	1246	1721	1956	831	874
15	1735	1506	2041	2326	1011	1064
16	2015	1766	2361	2696	1191	1254
17	2295	2026	2681	3066	1371	1444
18	2685	2386	3111	3566	1631	1714
19	3075	2746	3541	4066	1891	1984
20	3465	3106	3971	4466	2151	2254
21	3995	3606	4541	5246	2511	2634
22	4525	4106	5111	5926	2871	3014
23	5055	4606	5681	6606	3231	3394
24	5785	5296	6451	7526	3751	3934
25	6515	5986	7221	8446	4271	4474
26	7245	6676	7991	9366	4791	5014
27	8235	7636	8991	10566	5531	5784
28	9225	8596	9991	11766	6271	6554
29	10215	9556	10991	12966	7011	7324
30	11515	10856	12291	14566	8011	8424
31	12815	12156	13591	16166	9011	9524
32	14115	13456	14891	17766	10011	10624
33	15915	15256	16691	19966	11411	12124
34	17715	17056	18491	22166	12811	13624
35	19515	18856	20291	24366	14211	15124
36	22015	21356	22691	27366	16311	17324
37	24515	23856	25091	30366	18411	19524
38	27015	26356	27491	33366	20511	21724
39	30415	29856	30691	37366	23411	24824
40	33815	33356	33891	41366	26311	27924
41	37215	36856	37091	45366	29211	31024
42	41815	41756	41491	50766	33411	35524
43	46415	46656	45891	56166	37611	40024
44	51015	51556	50291	61566	41811	44524
45	57315	58256	56091	68966	47711	50924
46	63615	64956	61891	76366	53611	57324
47	69915	71656	67691	83766	59511	63724
48	78515	81056	75491	93666	67911	72824
49	87115	90456	83291	103566	76311	81924
50	95715	99856	91091	113466	84711	91024
51	107415	112856	101491	126866	96711	104024
52	119115	125856	111891	140266	108711	117024
53	130815	138856	122291	153666	120711	130024
54	145815	156856	136291	171666	137711	148524
55	160815	174856	150291	189666	154711	167024
56	175815	192856	164291	207666	171711	185524
57	190815	210856	178291	225666	188711	204024
58	205815	228856	192291	243666	205711	222524
59	220815	246856	206291	261666	222711	241024
60	235815	264856	220291	279666	239711	259524
61	250815	282856	234291	297666	256711	278024
62	265815	300856	248291	315666	273711	296524
63	283815	318856	262291	333666	290711	315024
64	301815	336856	276291	351666	307711	333524
65	319815	354856	290291	369666	324711	352024
66	337815	372856	304291	387666	341711	370524
67	355815	390856	318291	405666	358711	389024
68	373815	408856	332291	423666	375711	407524
69	391815	426856	348291	441666	392711	426024
70	409815	444856	364291	459666	409711	444524
71	427815	462856	380291	477666	426711	463024
72	445815	480856	396291	495666	443711	481524
73	463815	498856	412291	513666	460711	500024
74	481815	516856	428291	531666	477711	518524
75	499815	534856	444291	549666	494711	537024
76	517815	552856	460291	567666	511711	555524
77	535815	570856	476291	585666	528711	574024
78	553815	588856	492291	603666	545711	592524
79	571815	606856	508291	621666	562711	611024
80	589815	624856	524291	639666	579711	629524
81	607815	642856	540291	657666	596711	648024
82	607815	642856	540291	657666	596711	648024
83	643815	678856	572291	693666	630711	685024
84	661815	696856	590291	711666	647711	703524
85	679815	714856	608291	729666	664711	722024
86	697815	732856	626291	747666	681711	740524
87	715815	750856	644291	765666	698711	759024
88	733815	768856	662291	783666	715711	777524
89	751815	786856	680291	801666	732711	796024
90	769815	804856	698291	819666	749711	814524
91	787815	822856	716291	837666	766711	833024
92	805815	840856	734291	855666	783711	851524
93	823815	858856	752291	873666	800711	870024
94	841815	876856	770291	891666	817711	888524
95	859815	894856	788291	909666	834711	907024
96	877815	912856	806291	927666	851711	925524
97	895815	930856	824291	945666	868711	944024
98	913815	948856	842291	963666	885711	962524
99	931815	966856	860291	981666	902711	981024
100	949815	984856	878291	999666	919711	999524

Party Characteristics





Heroes

Heroes

You play Sora, a young hero from the Destiny Islands who fights against the hostile Heartless and seeks to save a universe of worlds. But saving the universe isn't a job for just one person. Along the way, you'll join forces with Donald Duck and Goofy (your main companions) and various other world-specific heroes, such as Aladdin, Jack Skellington, and Peter Pan. Read through the following pages for hero abilities, starting items, customize definitions, and more.

Party Heroes

World	Character	Condition
Deep Jungle	Tarzan	After the battle with Sabor I
Agrabah	Aladdin	Defeat all Desert Cave opponents
Atlantica	Ariel	Defeat all Tranquil Grotto opponents
Halloween Town	Jack Skellington	Visit the Research Lab
Neverland	Peter Pan	From the start of the world
Hollow Bastion	Beast	Meet in Rising Falls

Hero Stats (Level 1)

Name	HP	MP	AP	STR	DEF	Item Slots	Equipment Slots
Donald	12	3	1	1	3	2	2
Goofy	21	1	1	4	1	4	2
Tarzan	18	2	16	3	4	3	1
Aladdin	18	2	12	1	2	6	2
Ariel	12	2	21	1	1	5	3
Jack	18	2	16	10	1	3	2
Peter Pan	18	2	26	3	1	6	2
Beast	30	2	12	10	4	8	1

Shared Abilities

Party Ability	Description	World Learned
High Jump	All party members can jump farther and higher.	Monstro
Mermaid Kick	Press the circle button or the square button twice when in the water, and hold the button down the second time. Sora swims against currents and swims faster.	Atlantica
Glide	Press the circle button to glide when airborne. Sora can glide a greater distance, though he descends slowly.	Neverland
Superglide	Press the square button to glide when airborne. This is similar to Glide; however, Sora glides faster.	End of the World

Sora

As Sora, you play the key role in this story, and not just because you hold the Keyblade. Your decisions affect how your party members attack and defend in combat, and yours is the most important part in any fight, boss or otherwise. Make sure you spend your Ability Points (APs) on the skills that best outfit how you like to play the game, and don't forget about the abilities that come to you when you suddenly level up.

Sora's Abilities

Name	AP	Effects
Aerial Sweep	2	Leap at an airborne enemy and strike a mighty blow.
Air Combo Plus	1	Extends aerial combo attack by one step. Equip more to extend it further.
Ars Arcanum	4	A formidable attack. After a combo, select followup attack again for a double combo. (Short-range attack. Cost: 3 MP.)
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Blitz	3	Strike enemies ahead of you with a powerful finishing combo.
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Combo Master	3	Deliver combo attacks even if attacks do not land.
Combo Plus	1	Extends ground combo attack by one step. Equip more to extend it further.
Counterattack	2	Strike back after parrying an enemy blow. Successful counterattacks restore MP.
Critical Plus	2	Increases the odds of dealing critical damage. Equip more to boost effect.
Dodge Roll	1	Dive and roll to evade attack by pressing the button.
Encounter Plus	1	Increases odds of encountering enemies in the field.
Gravity Break	2	Has a 30% chance of unleashing a gravity-based finishing combo attack that deals damage equal to a % of the target's HP.
Guard	2	Guard against an enemy attack by pressing the button.
Hurricane Blast	2	From an aerial combo, unleash an extremely powerful finishing combo attack to the enemy below.
Jackpot	2	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.
Leaf Bracer	5	Stop enemies from breaking Cure ability on self.
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
MP Rage	2	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Ragnarok	4	After aerial combo, select followup attack at right time to unleash Ragnarok. (For airborne targets. Cost: 3 MP.)
Ripple Drive	3	Unleash a powerful finishing combo attack upon surrounding enemies. Attack power is relative to max MP value.
Scan	1	View an enemy's HP gauge during battle.
Second Chance	2	Keep 1 HP even after taking a critical hit.
Slapshot	1	Rapidly strike enemies ahead of you. Occasionally deals critical damage.
Sliding Dash	1	Rush and strike a distant enemy.
Sonic Blade	3	Slash an enemy while rushing past. Select followup attack at right time for a combo. (Mid-range attack. Cost: 2 MP.)
Strike Raid	3	Hurl the Keyblade at an enemy. Select followup attack at right time for a combo. (Long-range attack. Cost: 2 MP.)
Stun Impact	2	Has a 30% chance of unleashing a finishing combo attack that renders surrounding enemies unconscious.
Tech Boost	2	Increases Tech Points obtained by parrying enemy attacks. Equip more to boost effect.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.
Trinity Limit	5	Channel the party's remaining MP to crush surrounding foes. Minimum 3 MP. (With companions nearby. Cost: All MP.)
Vortex	1	Close the distance to nearby enemies with this powerful spinning attack.
Zantetsuken	2	Has a 30% chance of unleashing a finishing combo attack that can destroy a weaker enemy.

Level Up Abilities

Level	Sword	Staff	Shield
6	Sliding Dash	Stun Impact	Slapshot
9	Scan	Treasure Magnet	Berserk
12	Slapshot	Ripple Drive	Tech Boost
15	Counterattack	Scan	Guard
18	Tech Boost	Hurricane Blast	Stun Impact
21	Combo Plus	MP Haste	Scan
24	Guard	Air Combo Plus	Lucky Strike
27	Hurricane Blast	Tech Boost	Leaf Bracer
30	-	-	Treasure Magnet
33	Blitz	Guard	-
36	Treasure Magnet	Aerial Sweep	Second Chance
39	Ripple Drive	Leaf Bracer	Sliding Dash
42	-	MP Rage	Jackpot
45	MP Haste	Air Combo Plus	Counterattack
48	Second Chance	Lucky Strike	Critical Plus
50	Combo Master	-	-
51	Stun Impact	Sliding Dash	Hurricane Blast
55	-	Combo Master	Combo Master
57	Vortex	Counterattack	Treasure Magnet
60	Aerial Sweep	Berserk	Blitz
63	MP Rage	Jackpot	Combo Plus
66	Combo Plus	-	-
69	Leaf Bracer	Slapshot	Ripple Drive
72	Air Combo Plus	Treasure Magnet	MP Haste
75	Treasure Magnet	MP Rage	Critical Plus
78	Berserk	Blitz	Vortex
81	Tech Boost	Tech Boost	Tech Boost
84	Critical Plus	Vortex	Aerial Sweep
87	MP Rage	Combo Plus	Combo Plus
90	Lucky Strike	Second Chance	MP Rage
93	Combo Plus	Combo Plus	Air Combo Plus
96	Air Combo Plus	Critical Plus	Combo Plus
99	Critical Plus	Combo Plus	Air Combo Plus
100	Jackpot	Critical Plus	MP Rage

Other Abilities

Name	How to Acquire
Dodge Roll	Defeat the Guard Armor in Traverse Town.
Cheer	After fulfilling certain requirements in each mini-game in the Hundred Acre Wood, talk to to Owl. For more information, please see the "Secret Bosses" chapter.
Sonic Blade	After defeating Cerberus at the Olympus Coliseum, speak with Cloud.
Ars Arcanum	Defeat Captain Hook in Neverland.
Strike Raid	Win the Pegasus Cup at the Olympus coliseum.
Ragnarok	Defeat Riku at Hollow Bastion.
Trinity Limit	Win the Hades Cup at the Olympus Coliseum.
Encounter Plus	Synthesize 15 items.
Zantetsuken	Defeat Kurt Zisa in Agrabah. Return and visit Aladdin's house.
Gravity Break	Win the Hercules Cup Time Trial at Olympus Coliseum.

Starting Items

None

Starting Equipment

Weapon	Accessory
Sword, Staff, or Shield	None

Sora's Standard Attacks

Battle Ability	Attack Type	STR	AP	Critical %	Critical Bonus	Block
Blow	Weapon	0	-	0	0	Yes
Lateral Blow	Weapon	0	-	0	0	Yes
Thrust	Weapon	0	-	0	0	Yes
Spin Blow	Weapon	0	-	20	6	Yes
Jump Strike	Weapon	0	-	0	-	Yes
Jump Blow	Weapon	0	-	0	-	Yes
Aerial Blow	Weapon	0	-	0	-	Yes
Aerial Upward Blow	Weapon	0	-	0	-	Yes
Aerial Spin Blow	Weapon	4	-	20	6	Yes
Dodge Roll	-	-	1	0	-	-
Guard	-	-	2	0	-	-
Counterattack	Weapon	0	2	100	2	Yes
Vortex	Weapon	2	1	0	-	Yes
Aerial Sweep	Weapon	2	2	0	-	Yes
Blitz	Weapon	6	3	20	4	Yes
Throw Object	Stun	8	-	0	-	-
Pumpkin Bomb	Fire	20	-	0	-	-

Sora's Special Attacks

Attack	Condition	Command	AP	MP	Attack Type	STR	Critical %
Sonic Blade	Sonic Blade must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Sonic	3	2	Stun	6	100
Sonic Blade	Sonic Blade must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Rave (5 blows)	-	-	Stun	6	100
Sonic Blade	Sonic Blade must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Blast (finishing blow)	-	-	Stun	12	100
Ars Arcanum	Ars Arcanum must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Arcanum (7 blows)	3	2	Weapon	0	0
Ars Arcanum	Ars Arcanum must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Arcanum (7th blow)	-	-	Weapon	12	100
Ars Arcanum	Ars Arcanum must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Bash (1st to 4th blow)	-	-	Weapon	0	0
Ars Arcanum	Ars Arcanum must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Bash (5th blow)	-	-	Weapon	8	100
Ars Arcanum	Ars Arcanum must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Finish	-	-	Weapon	12	100
Strike Raid	Strike Raid must be equipped, targeted opponent must stand on the ground at short to long distance.	Strike	3	3	Weapon	10	100
Strike Raid	Strike Raid must be equipped, targeted opponent must stand on the ground at short to long distance.	Raid (3 blows)	-	-	Weapon	10	100
Strike Raid	Strike Raid must be equipped, targeted opponent must stand on the ground at short to long distance.	Judgment (finishing blow)	-	-	Weapon	12	100
Ragnarok	Ragnarok must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Ragnarok (5 blows)	3	3	Weapon	0	0
Ragnarok	Ragnarok must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Ragnarok (5th blow)	-	-	Weapon	8	100
Ragnarok	Ragnarok must be equipped, targeted opponent must stand on the ground at short or mid-distance.	Impact (unleash fireballs)	-	-	None	-	0
Trinity Limit	Trinity Limit must be equipped, targeted, and Sora's companions close by and ready to fight.	Trinity	5	3	% Attack	-	0

Donald Duck

Donald is the best at using magic. He learns magic at the same rate as Sora, so he can cast whatever spells you learn. Keep in mind that Donald, strong as he is with magic, is weak when it comes to physical attacks. Protect him during heated combat to keep him in the fight longer to take advantage of his powerful spells.

Donald's Abilities

Name	AP	Effects
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Jackpot	2	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.
Leaf Bracer	5	Stop enemies from breaking Cure ability on self.
Lucky Strike	2	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
MP Rage	3	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Second Chance	5	Keep 1 HP even after taking a critical hit.
Second Wind	3	Recover from KO status quickly with HP fully restored.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.

Level Up Abilities

Level	Name
9	Berserk
14	MP Haste
19	MP Rage
24	Treasure Magnet
29	Second Wind
34	Leaf Bracer
39	Treasure Magnet
44	Lucky Strike
49	MP Rage
54	Jackpot
59	Second Chance

Other Abilities

Name	How to Acquire
Cheer	Defeat Maleficent at Hollow Bastion.

Starting Items

Potion (x2)

Starting Equipment

Weapon	Accessory
Wizard's Staff	None

Customize

Name	Corresponding Tactic
Regular Attacks	Ground attack, jump attack.
Offensive Magic	Fire-based, Blizzard-based, Thunder-based magic.
Defensive Magic	Cure-based, Aero-based magic.
Advanced Magic	Gravity-based, Stop-based magic.
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Donald's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Rod Attack	Regular Attacks	-	0	Weapon	0	-25	0	Yes
Jump Attack	Regular Attacks	-	0	Weapon	0	-25	0	Yes
Fire	Offensive Magic	-	**	Fire	*	0	-	-
Blizzard	Offensive Magic	-	***	Blizzard	*	0	-	-
Thunder	Offensive Magic	-	1	Thunder	*	0	-	-
Cure	Defensive Magic	-	1	-	*	0	-	-
Gravity	Advanced Magic	-	1	% Attack	*	0	-	-
Aero	Defensive Magic	-	2	-	*	0	-	-
Stop	Advanced Magic	-	2	-	*	0	-	-

Goofy

Not just a defensive tool, Goofy's handy shield knocks down opponents and deflects attacks. Goofy's smaller shields are generally better at offense, while his larger shields provide great defense. Goofy gains abilities more quickly than Donald, so be aware as he levels up and spend those APs as soon as you can to benefit from new abilities.

Goofy's Abilities

Name	AP	Effects
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Charge	2	Charge and knock out an enemy with shield.
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Evolution	3	Give up MP to give 30 HP to entire party.
Jackpot	2	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.
Lucky Strike	2	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Gift	3	Give up MP to give 3 MP to a friend.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
MP Rage	3	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Rocket	1	Leap at an airborne enemy and attack with shield.
Second Chance	5	Keep 1 HP even after taking a critical hit.
Second Wind	3	Recover from KO status quickly with HP fully restored.
Tornado	2	Whirl after an enemy, using shield to attack.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.

Level Up Abilities

Level	Name
9	Rocket
12	Jackpot
15	Charge
18	Treasure Magnet
21	Tornado
24	Lucky Strike
30	Evolution
33	Second Wind
36	Second Chance
39	MP Rage
42	MP Gift
45	Berserk
48	MP Haste
51	Treasure Magnet
57	MP Rage

Other Abilities

Name	How to Acquire
Cheer	Defeat Parasite Cage in Monstro (first time).

Starting Items

Potion (x3), Ether (x1)

Starting Equipment

Weapon	Accessory
Knight's Shield	None

Customize

Name	Corresponding Tactics
Regular Attacks	Shield punch, spin, aerial shield punch, aerial shield uppercut
Special Attacks	Rocket, Berserk, Tornado
Shield Techniques	Defensive stance, defensive advance, rush
Support Actions	MP Gift
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Goofy's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Shield Blow	Regular Attacks	-	0	Weapon	0	0	-	Yes
Spin Attack	Regular Attacks	-	0	Weapon	0	0	-	Yes
Aerial Blow	Regular Attacks	-	0	Weapon	0	0	-	Yes
Aerial Spin	Regular Attacks	-	0	Weapon	0	0	-	Yes
Guard Stance	Shield Techniques	-	0	-	-	0	-	Yes
Defence March	Shield Techniques	-	0	-	-	0	-	Yes
Storm Attack	Shield Techniques	-	0	Weapon	-4	0	-	Yes
Rocket	Special Attacks	1	1	Weapon	8	0	-	Yes
Charge	Special Attacks	2	1	Stun	4	0	-	Yes
Tornado	Special Attacks	2	1	Weapon	-8	0	-	Yes
MP Gift	Support Actions	3	1	-	-	0	-	-

Tarzan

As you might imagine, Tarzan charges into battle fearlessly and battles enemies head-on with his spear. Strong and agile, Tarzan is an incredible hero to have on your side for most battles against the common Heartless, and he can deal a serious amount of damage against bosses, but his furious melee attacks leave him vulnerable to counterattacks and you may have to revive him with potions often in tougher tussles.

Tarzan's Abilities

Name	AP	Effects
Asp's Bite	2	Knock out an enemy with a powerful blow.
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Critical Plus	2	Increases the odds of dealing critical damage. Equip more to boost effect.
Healing Herb	3	Recharge HP with an energizing herb.
Raging Boar	2	Thrash surrounding enemies with spear, blowing them out of the way.
Second Chance	5	Keep 1 HP even after taking a critical hit.
Second Wind	3	Recover from KO status quickly with HP fully restored.
Wind Armor	3	Protect yourself with a cloak of air.

Starting Items

Potion (x3)

Starting Equipment

Weapon	Accessory
Spear	None

Customize

Name	Corresponding Tactics
Regular Attacks	Sweep, thrust, aerial downward swing, aerial upward swing
Special Attacks	Raging Boar, Asp's Bite
Defensive Moves	Healing Herb, Wind Armor
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Tarzan's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Spear Attack	Regular Attacks	-	0	Weapon	0	20	6	Yes
Spear Jab	Regular Attacks	-	0	Weapon	0	20	6	Yes
Spear Jump	Regular Attacks	-	0	Weapon	0	20	6	Yes
Jump Jab	Regular Attacks	-	0	Weapon	0	20	6	Yes
Raging Boar	Special Attacks	2	1	Weapon	8	0	-	Yes
Asp's Bite	Special Attacks	2	1	Stun	8	0	-	Yes
Healing Herb	Defensive Moves	3	1	-		0	-	-
Wind Armor	Defensive Moves	3	2	-		0	-	-

Aladdin

The cunning and agile Aladdin makes for an effective companion against the Heartless, as he likes to attack solo plus aid the whole party in most encounters. It's essential that you have Aladdin in your party throughout the Cave of Wonders, especially since his pet monkey, Abu, will help you unlock secrets within the maze.

Aladdin's Abilities

Name	AP	Effects
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Crescent	2	Jump straight up to attack enemies overhead.
Critical Plus	2	Increases the odds of dealing critical damage. Equip more to boost effect.
Jackpot	2	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.
Lucky Strike	2	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
Sandstorm	2	Strike at enemies while charging through them.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.

Starting Items

Potion (x4), Ether (x2)

Starting Equipment

Weapon	Accessory
Sword	Protect Chain, Fire Ring

Customize

Name	Corresponding Tactics
Regular Attacks	Vertical swing, sweep, aerial vertical swing, aerial sweep
Special Attacks	Crescent, Sandstorm
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Aladdin's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Sword Blow	Regular Attacks	-	0	Weapon	0	20	6	Yes
Sword Stroke	Regular Attacks	-	0	Weapon	0	20	6	Yes
Jump Blow	Regular Attacks	-	0	Weapon	0	20	6	Yes
Diagonal Jump Blow	Regular Attacks	-	0	Weapon	0	20	6	Yes
Crescent	Special Attacks	2	1	Weapon	12	0	-	Yes
Sandstorm	Special Attacks	2	1	Weapon	8	0	-	Yes

Ariel

The youngest daughter of King Triton, Ariel fights well in deep-sea conditions and should be part of your team as soon as you meet up with her, especially if you aren't well-versed in fighting underwater. Her special attacks are a big boon against large enemy groups, though she will consume lots of MP and may need the help of your Ethers from time to time.

Ariel's Abilities

Name	AP	Effects
Aero Potion	3	Use potions packed with Aero power.
Cure Potion	3	Use potions packed with Cure effect.
Lucky Strike	2	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
MP Rage	3	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Second Wind	3	Recover from KO status quickly with HP fully restored.
Spiral Wave	1	Charge at a target with a spinning attack.
Thunder Potion	3	Use potions packed with Thunder power.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.

Starting Items

Potion (x3), Ether (x2)

Starting Equipment

Weapon	Accessory
None	Protect Chain (x2), Thunder Ring

Customize

Name	Corresponding Tactics
Regular Attacks	Vertical swing, sweep, aerial vertical swing, aerial sweep
Special Attacks	Crescent, Sandstorm
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Ariel's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Tail Attack	Regular Attacks	-	0	Weapon	0	20	6	Yes
Somersault Attack	Regular Attacks	-	0	Weapon	0	20	6	Yes
Spiral Wave	Special Attacks	1	1	Weapon	0	0	-	Yes
Thunder Potion	Special Attacks	3	1	Thunder		0	-	-
Cure Potion	Defensive Moves	3	1	-		0	-	-
Aero Potion	Defensive Moves	3	2	-		0	-	-

Jack Skellington

He might fight without a weapon, but Jack's long arms are all he needs to scratch and claw through the Heartless. His extended reach, plus his fire and ice attacks, keep opponents at bay and can turn the tide in difficult battles against a lot of foes. Keep potions handy to boost Jack, because sometimes he doesn't know when to strategically retreat.

Jack's Abilities

Name	AP	Effects
Applause!	1	Upstage foes with this dramatic long-range sliding attack.
Blazing Fury	2	Blast enemies with scorching fire.
Bolts of Sorrow	3	Call lightning down to shock enemies.
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Ghostly Scream	3	Summon dark spheres to crush enemies.
Icy Terror	2	Freeze enemies with a bone-chilling blizzard.
Jackpot	2	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.
MP Rage	3	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.

Starting Items

Potion, Ether (x2)

Starting Equipment

Weapon	Accessory
None	Protect Chain, Fire Ring

Customize

Name	Corresponding Tactics
Regular Attacks	Scare, step attack, aerial spinning attack
Special Attacks	Applause!, Blazing Fury, Icy Terror, Bolts of Sorrow, Ghostly Scream
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Jack's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Scare	Regular Attacks	-	0	Weapon	0	20	6	Yes
Kick Attack	Regular Attacks	-	0	Weapon	0	20	6	Yes
Aerial Whirl	Regular Attacks	-	0	Weapon	0	20	6	Yes
Applause!	Special Attacks	1	1	Weapon	8	0	-	Yes
Blazing Fury	Special Attacks	2		Fire		0	-	-
Icy Terror	Special Attacks	2		Blizzard		0	-	-
Bolts of Sorrow	Special Attacks	3	1	Thunder		0	-	-
Ghostly Scream	Special Attacks	3	1	% Attack		0	-	-

Peter Pan

The master of flight, Peter Pan is essential for your party in aerial battles. Peter has a lot of APs and his abilities cover everything from area-effect attacks to improving critical damage to boosting MP recovery to raising the chances of opponents dropping rare items for you. Never say never to this boy from Neverland.

Peter Pan's Abilities

Name	AP	Effects
Critical Plus	2	Increases the odds of dealing critical damage. Equip more to boost effect.
Hummingbird	2	Dart in to rain countless blows upon the enemy.
Jackpot	2	Receive more munny and HP / MP balls in battle. Equip to entire party to boost effect.
Lucky Strike	2	Raises luck so that enemies drop rare items more often. Equipe to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
Storm's Eye	3	Wrap yourself in a protective whirlwind.
Time-Out	4	Freeze time for enemies, halting their movement.
Treasure Magnet	2	Attract nearby HP / MP balls, munny, and items. Equip two to attract them from even further away.

Starting Items

Potion (x3), Ether (x3)

Starting Equipment

Weapon	Accessory
Dagger	Protect Chain (x2)

Customize

Name	Corresponding Tactics
Regular Attacks	Thrust, vertical swing
Special Attacks	Hummingbird, Time-Out
Defensive Attacks	Storm's Eye
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

Peter Pan's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Dagger Thrust	Regular Attacks	-	0	Weapon	0	20	6	Yes
Dagger Blow	Regular Attacks	-	0	Weapon	0	20	6	Yes
Hummingbird	Special Attacks	2	1	Weapon	-3	0	-	Yes
Time-Out	Special Attacks	4	2	Stop		0	-	-
Storm's Eye	Defensive Moves	3	2	-		0	-	-

Beast

This huge brute can destroy Heartless with a single, devastating swing of his claws. Beast is also smart enough to use items conservatively, if you ask him to do so. When you explore the Hollow Bastion's ancient passageways, Beast's ability to break through stone walls and gates is essential if you want to know all of its secrets.

Beast's Abilities

Name	AP	Effects
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Critical Plus	2	Increases the odds of dealing critical damage. Equip more to boost effect.
Ferocious Lunge	2	Lunge at an enemy from a distance.
Furious Bellow	3	Knock out surrounding enemies with a raging bellow.
MP Rage	3	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Second Chance	5	Keep 1 HP even after taking a critical hit.
Second Wind	3	Recover from KO status quickly with HP fully restored.

Starting Items

Hi-Potion (x4), Potion (x2), Ether (x2)

Starting Equipment

Weapon	Accessory
None	None

Customize

Name	Corresponding Tactics
Regular Attacks	Right swipe, left swipe, double swipe, aerial left swipe, aerial spinning attack
Special Attacks	Ferocious Lunge, Furious Bellow
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

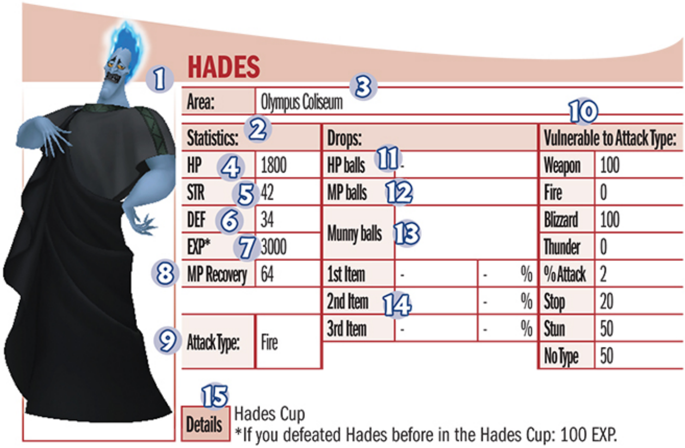
Beast's Attacks

Battle Ability	Customize Menu	AP	MP	Attack Type	STR Bonus	Critical %	Critical Bonus	Block
Right Claw	Regular Attacks	-	0	Weapon	0	20	6	Yes
Left Claw	Regular Attacks	-	0	Weapon	0	20	6	Yes
Double Claw	Regular Attacks	-	0	Weapon	2	20	6	Yes
Aerial Claw	Regular Attacks	-	0	Weapon	0	20	6	Yes
Paw Attack	Regular Attacks	-	0	Weapon	0	20	6	Yes
Ferocious Lunge	Special Attacks	2	1	Weapon	16	0	-	Yes
Furious Bellow	Special Attacks	3	1	Stun	12	0	-	-

Opponents

Opponents

We have a heart around here and have decided to give you everything you need to defeat the Heartless. The information on each opponent lists their statistics, drops, vulnerabilities, and all the specific details that make them unique. Below you will find a breakdown of how to read each opponent sidebar. Opponents are listed in game appearance order, organized first by the general Heartless enemies and followed by the Bosses.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HADES

Area:	Olympus Coliseum

Statistics:	
HP	1800
STR	42
DEF	34
EXP*	3000
MP Recovery	64
Attack Type:	Fire

Drops:			
HP balls	-		
MP balls			
Munny balls			
1st Item	-	-	%
2nd Item		-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	0
Blizzard	100
Thunder	0
%Attack	2
Stop	20
Stun	50
No Type	50

Details	Hades Cup *If you defeated Hades before in the Hades Cup: 100 EXP.

1 Name and Picture

The name of your opponent and what it looks like.

2 Statistics

An opponent's statistics show its HP, STR, DEF, EXP, MP Recover, and Attack Type. If an entry has two numbers separated by a "/" symbol, the first number represents the statistics the first time you meet that opponent and the second number represents the statistics after the creature has been upgraded (generally, after you have saved Kairi in the storyline). Many opponents only have one number; this means the opponent always has these statistics throughout the game.

③ Area

You will encounter this opponent in these world locations.

④ Hit Points (HP)

HP shows you how long an opponent can withstand damage in a fight. If you have the Scan ability equipped, an opponent's HP bar will be displayed in the top-left corner of your screen. The color of the HP bar shows the percentage of health left on the creature. See the following table for details:

HP colors

HP Range	Color
1-300	Green
301-600	Yellow
601-900	Orange
901-1200	Red
1201+	Purple

⑤ Strength (STR)

Strength indicates how much damage an opponent can inflict. The higher the number, the bigger the hurt.

⑥ Defense (DEF)

This represents an opponent's ability to withstand damage. The higher the number, the stronger the opponent's protection.

⑦ Experience (EXP)

Experience points are what you need to increase in levels. Even if one of your characters is not involved in a battle, he or she still earns experience points.

⑧ MP Recovery

This number represents how much a character's MP Charge gauge goes up when he or she damages an opponent.

⑨ Attack Type

An opponent's main special attack will be displayed here, or the default is a standard attack if nothing is displayed.

⑩ Vulnerability

Some attack type will do more damage to an opponent than others. The number displayed is the damage percentage that attack type does to the opponent. For example, 100 would deal full damage, 50 would only deal half damage, and 30 would only deal 30 percent damage. A 0 indicates the opponent will take no damage, and many opponents actually absorb this damage and heal from it, so avoid using attack types with a 0.

11 HP Balls

Most defeated opponents will drop either small or large HP balls that give you back health. Small HP balls restore 1 HP; large HP balls restore 5 HP. Note that the Jackpot ability increases the number of HP balls dropped by opponents.

12 MP Balls

Some defeated opponents will drop either small or large MP balls that give you back magic. Small MP balls restore 2 points to the Charge gauge (1/7 of a Charge segment); large MP balls restore 15 points (1/2 of a Charge segment). Note that the Jackpot ability increases the number of MP balls dropped by opponents.

13 Munny Balls

Most defeated opponents will drop small, medium, or large Munny balls. Small Munny balls give 1 Munny, medium Munny balls give 5 Munny, and large Munny balls give 20 Munny. Note that the Jackpot ability increases the number of Munny balls dropped by opponents.

14 Items

Defeated opponents have the possibility of dropping up to three items. This section lists the items and the percentage chance of gaining that item. Note that the Lucky Strike ability increases the chance of obtaining items from opponents.

15 Details

Specific details that may be unique to an opponent are listed here.

Heartless

Shadow

Area:	Dive Into the Heart

Statistics:		**Drops:**		**Vulnerable to Attack Type:**	
HP	10 / -	**HP balls**	Small x3	**Weapon**	100
STR	2 / -	**MP balls**	-	**Fire**	100

DEF	2 / -	**Munny balls**	-		**Blizzard**	100
EXP	1 / -				**Thunder**	100
MP Recovery	0 / -	**1st Item**	-	- %	**%Attack**	100
		2nd Item		- %	**Stop**	100
Attack Type:	-	**3rd Item**		- %	**Stun**	100
					No Type	100

Details -

Area:	Destiny Islands

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	12 / -	**HP balls**	Small x4		**Weapon**	100
STR	6 / -	**MP balls**	-		**Fire**	100
DEF	6 / -	**Munny balls**	-		**Blizzard**	100
EXP	1 / -				**Thunder**	100
MP Recovery	0 / -	**1st Item**	Potion	5 / - %	**%Attack**	100
		2nd Item	-	- %	**Stop**	100
Attack Type:	-	**3rd Item**	-	- %	**Stun**	100
					No Type	100

Details -

Area:	Traverse Town

Statistics:		**Drops:**		**Vulnerable to Attack Type:**	
HP	12 / 60	**HP balls**	Small x1	**Weapon**	100
STR	8 / 35	**MP balls**	-	**Fire**	100
DEF	8 / 27	**Munny balls**	Small x2	**Blizzard**	100
EXP	1 / 30			**Thunder**	100

MP Recovery	6 / 45	**1st Item**	Potion	1 / 1	%	**% Attack**	100 / 80
		2nd Item	Lucid Shard	8	%	**Stop**	100 / 60
Attack Type:	-	**3rd Item**	-	-	%	**Stun**	100
						No Type	100

Details -

Area:	Wonderland

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	12 / 60	**HP balls**	Small x1			**Weapon**	100
STR	9 / 35	**MP balls**	-			**Fire**	100
DEF	9 / 27	**Munny balls**	Small x2			**Blizzard**	100
EXP	1 / 30					**Thunder**	100
MP Recovery	8 / 45	**1st Item**	Potion	1 / 1	%	**% Attack**	100 / 80
		2nd Item	Lucid Shard	8	%	**Stop**	100 / 60
Attack Type:	-	**3rd Item**	-	-	%	**Stun**	100
						No Type	100

Details -

Area:	Olympus Coliseum

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	12 / 60	**HP balls**	Small x1			**Weapon**	100
STR	11 / 35	**MP balls**	-			**Fire**	100
DEF	10 / 27	**Munny balls**	Small x2			**Blizzard**	100
EXP	1 / 30					**Thunder**	100
MP Recovery	11 / 45	**1st Item**	Potion	1 / 1	%	**% Attack**	100 / 80
		2nd Item	Lucid Shard	8	%	**Stop**	100 / 60
Attack Type:		**3rd Item**	-	-	%	**Stun**	100
						No Type	100

Details	-

Area:	Deep Jungle

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	18 / 60	**HP balls**	Small x1			**Weapon**	100
STR	12 / 35	**MP balls**	-			**Fire**	100
DEF	11 / 27	**Munny balls**	Small x2			**Blizzard**	100
EXP	1 / 30					**Thunder**	100
MP Recovery	13 / 45	**1st Item**	Potion	1 / 1	%	**% Attack**	100 / 80
		2nd Item	Lucid Shard	8	%	**Stop**	100 / 60
Attack Type:	-	**3rd Item**	-	-	%	**Stun**	100
						No Type	100

Details	-

Area:	Agrabah

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	21 / 60	**HP balls**	Small x1			**Weapon**	100
STR	18 / 35	**MP balls**	-			**Fire**	100
DEF	15 / 27	**Munny balls**	Small x2			**Blizzard**	100
EXP	2 / 30					**Thunder**	100
MP Recovery	20 / 45	**1st Item**	Potion	1 / 1	%	**% Attack**	100 / 80
		2nd Item	Lucid Shard	8	%	**Stop**	100 / 60
Attack Type:	-	**3rd Item**	-	-	%	**Stun**	100
						No Type	100

Details	-

Area:	Monstro

Statistics:	
HP	36 / 60
STR	21 / 35
DEF	17 / 27
EXP	4 / 30
MP Recovery	25 / 45
Attack Type:	-

Drops:			
HP balls	Small x1		
MP balls	-		
Munny balls	Small x2		
1st Item	Potion	1 / 1	%
2nd Item	Lucid Shard	8	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Area:	Halloween Town

Statistics:	
HP	39 / 60
STR	24 / 35
DEF	20 / 27
EXP	6 / 30
MP Recovery	32 / 45
Attack Type:	-

Drops:			
HP balls	Small x1		
MP balls	-		
Munny balls	Small x2		
1st Item	Potion	1 / 1	%
2nd Item	Lucid Shard	8	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Area:	Neverland

Statistics:	
HP	42 / 60
STR	27 / 35
DEF	21 / 27
EXP	8 / 30
MP Recovery	36 / 45
Attack Type:	-

Drops:			
HP balls	Small x1		
MP balls	-		
Munny balls	Small x2		
1st Item	Potion	1 / 1	%
2nd Item	Lucid Shard	8	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Area:	Hollow Bastion

Statistics:	
HP	54 / 60
STR	31 / 35
DEF	24 / 27
EXP	16 / 30
MP Recovery	40 / 45
Attack Type:	-

Drops:			
HP balls	Small x1		
MP balls	-		
Munny balls	Small x2		
1st Item	Potion	1 / 1	%
2nd Item	Lucid Shard	8	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Area:	End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	60	HP balls	Small x8			Weapon	100
STR	35	MP balls	Medium x10			Fire	100
DEF	27	Munny balls	-			Blizzard	100
EXP	30					Thunder	100
MP Recovery	53	1st Item	Mega-Potion	10	%	% Attack	80
		2nd Item	-	-	%	Stop	60
Attack Type:	-	3rd Item	-	-	%	Stun	100
						No Type	100

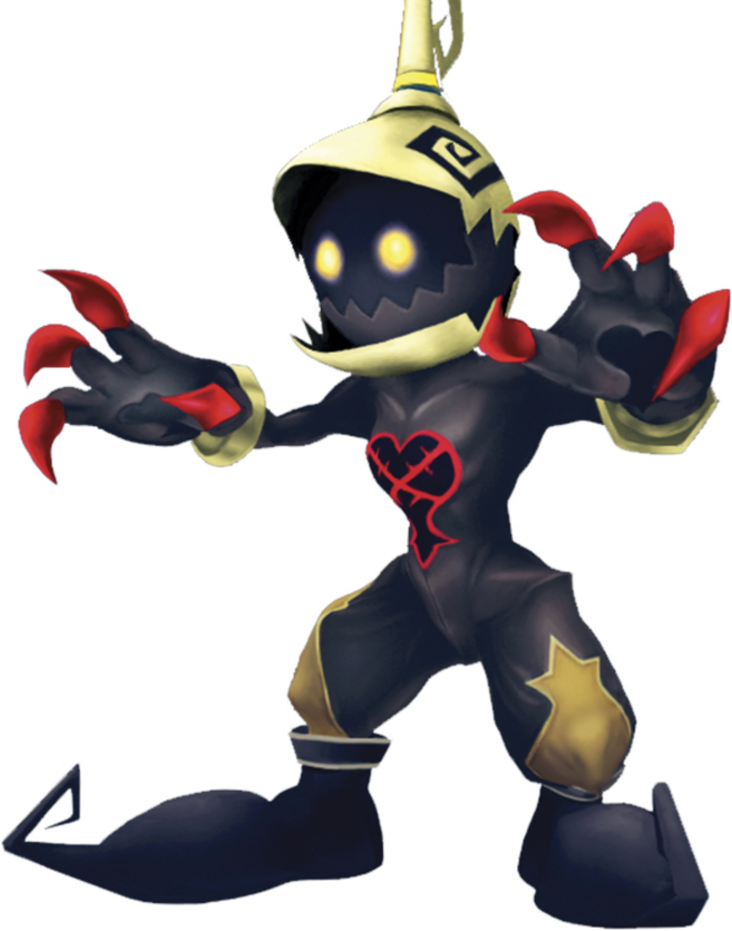
Details During the Boss opponent battle inside the World of Chaos.

Area:	End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	60	HP balls	Small x1			Weapon	100
STR	40	MP balls	-			Fire	100
DEF	30	Munny balls	Small x2			Blizzard	100
EXP	30					Thunder	100
MP Recovery	53	1st Item	Potion	1	%	% Attack	80
		2nd Item	Lucid Shard	8	%	Stop	60
Attack Type:	-	3rd Item	-	-	%	Stun	100
						No Type	100

Details -

Soldier



Area: Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Hollow Bastion; End of the World

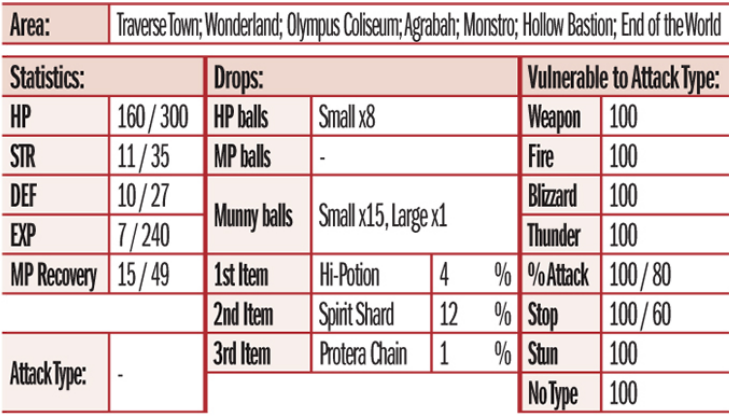
Statistics:	
HP	24 / 120
STR	8 / 35
DEF	8 / 27
EXP	3 / 90
MP Recovery	8 / 47
Attack Type:	-

Drops:			
HP balls	Small x2		
MP balls	-		
Munny balls	Small x5		
1st Item	Potion	2	%
2nd Item	Spirit Shard	8	%
3rd Item	Protect Chain	1	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Large Body



Area:	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Hollow Bastion; End of the World

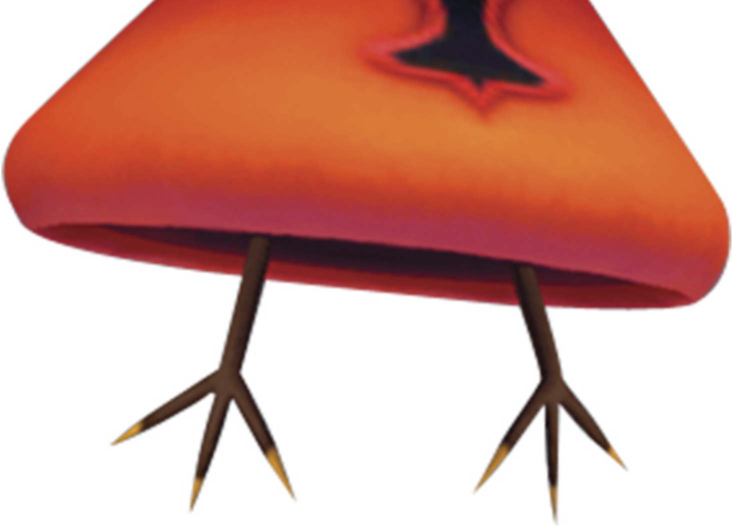
Statistics:	
HP	160 / 300
STR	11 / 35
DEF	10 / 27
EXP	7 / 240
MP Recovery	15 / 49
Attack Type:	-

Drops:			
HP balls	Small x8		
MP balls	-		
Munny balls	Small x15, Large x1		
1st Item	Hi-Potion	4	%
2nd Item	Spirit Shard	12	%
3rd Item	Protera Chain	1	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Red Nocturne



Area:	Traverse Town; Wonderland; Olympus Coliseum; Monstro; Hollow Bastion; End of the World

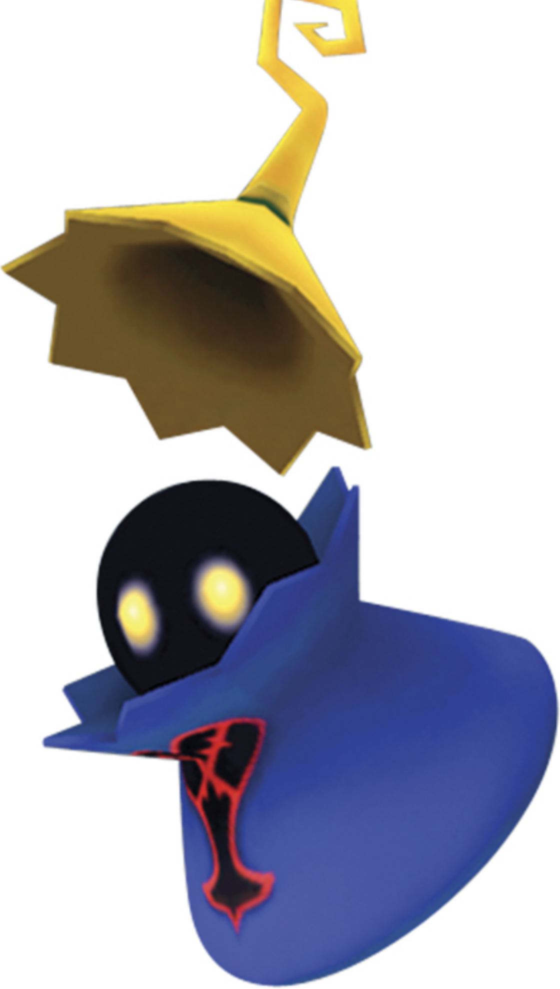
Statistics:	
HP	24 / 60
STR	9 / 35
DEF	9 / 27
EXP	1 / 60
MP Recovery	6 / 43
Attack Type:	Fire

Drops:			
HP balls	-		
MP balls	Small x4		
Munny balls	Small x1		
1st Item	Ether	1	%
2nd Item	Blaze Shard	6	%
3rd Item	Fira Ring	0.5	%

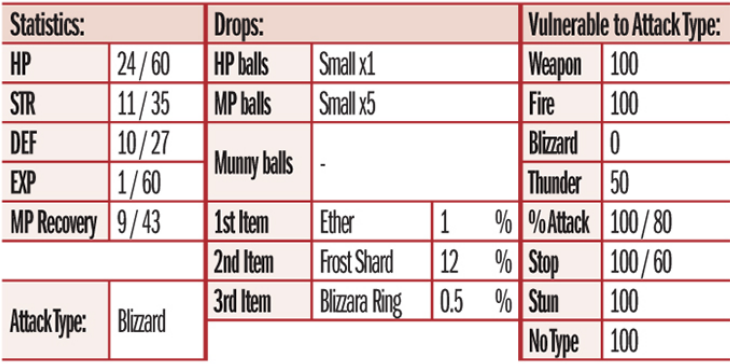
Vulnerable to Attack Type:	
Weapon	100
Fire	0
Blizzard	100
Thunder	50
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Blue Rhapsody



Area:	Traverse Town; Wonderland; Olympus Coliseum; Monstro; Hollow Bastion; End of the World



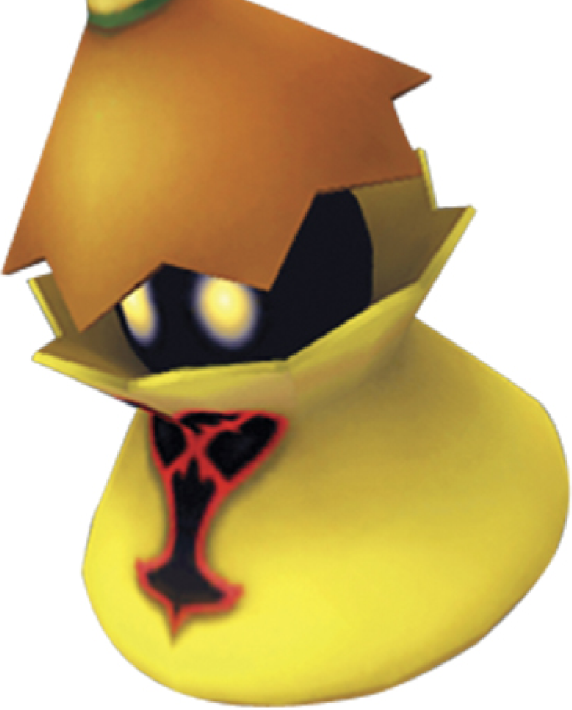
Statistics:	
HP	24 / 60
STR	11 / 35
DEF	10 / 27
EXP	1 / 60
MP Recovery	9 / 43
Attack Type:	Blizzard

Drops:			
HP balls	Small x1		
MP balls	Small x5		
Munny balls	-		
1st Item	Ether	1	%
2nd Item	Frost Shard	12	%
3rd Item	Blizzara Ring	0.5	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	0
Thunder	50
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Yellow Opera



Area:	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Neverland; Hollow Bastion; End of the World

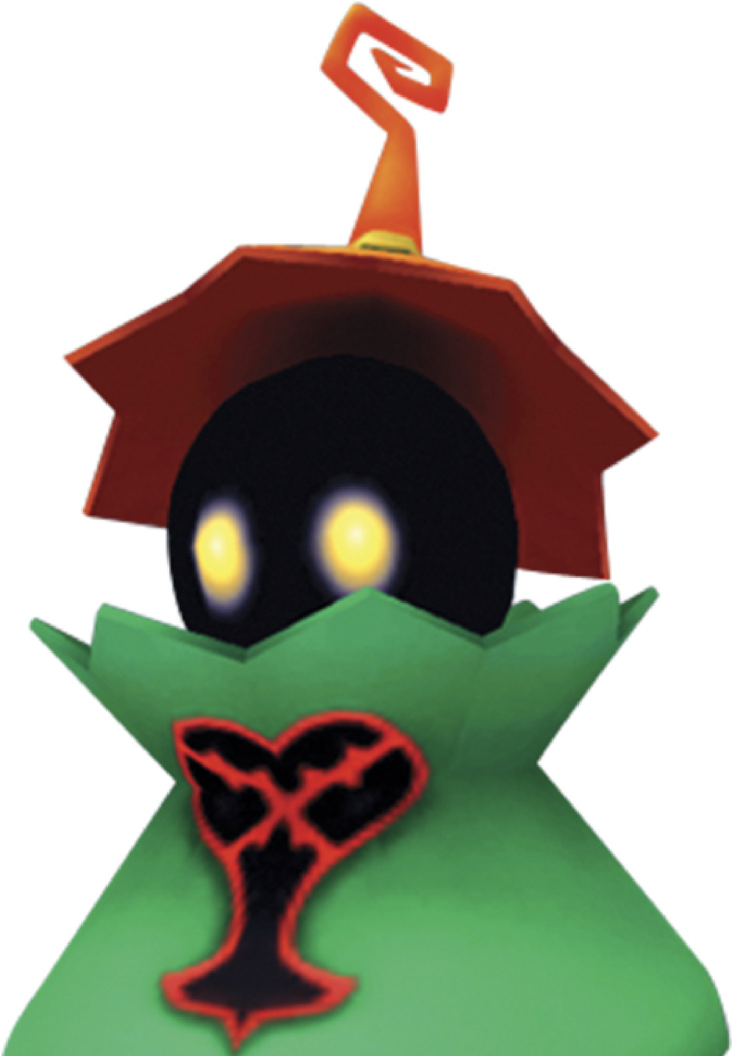
Statistics:	
HP	24 / 60
STR	15 / 35
DEF	12 / 27
EXP	3 / 60
MP Recovery	14 / 43
Attack Type:	Thunder

Drops:			
HP balls	-		
MP balls	Small x1, Large x1		
Munny balls	Small x4		
1st Item	Ether	1	%
2nd Item	Thunder Shard	8	%
3rd Item	Thundara Ring	0.5	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	0
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Green Requiem



Area:	Traverse Town; Olympus Coliseum; Deep Jungle; Agrabah; Monstro; Hollow Bastion; End of the World

Statistics:	
HP	15 / 45
STR	15 / 35
DEF	12 / 27
EXP	4 / 90
MP Recovery	14 / 43
Attack Type:	-

Drops:			
HP balls	Small x4		
MP balls	Small x1, Large x1		
Munny balls	-		
1st Item	Ether	4	%
2nd Item	Bright Shard	10	%
3rd Item	Protera Chain	0.5	%

Vulnerable to Attack Type:	
Weapon	100
Fire	0
Blizzard	0
Thunder	0
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Powerwild

Area:	Olympus Coliseum; Deep Jungle; Monstro; End of the World

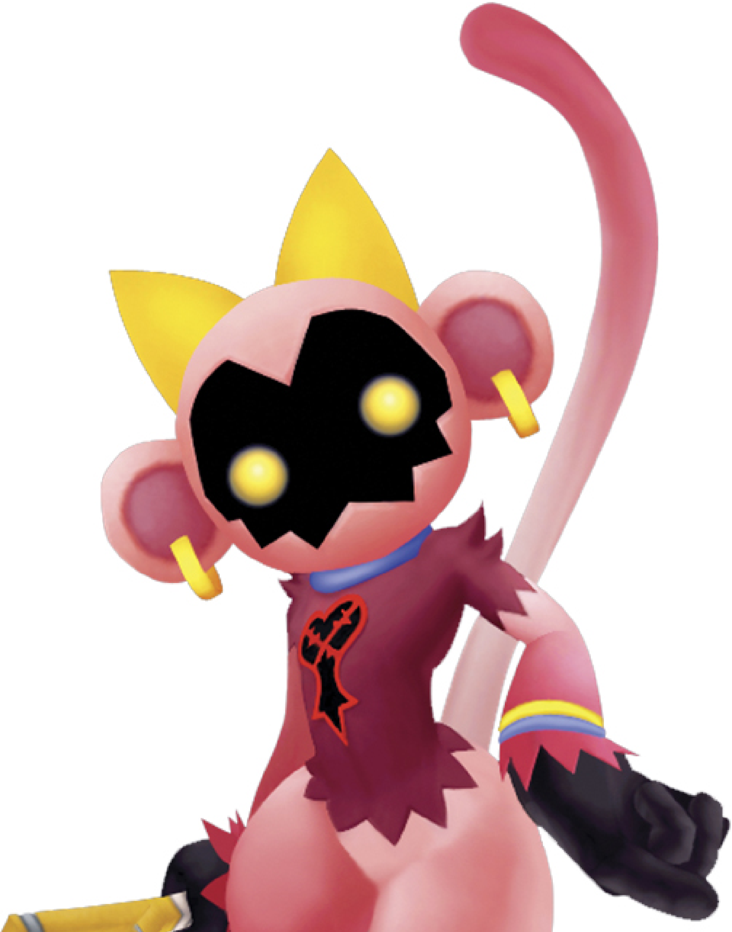
Statistics:	
HP	30 / 120
STR	12 / 35
DEF	11 / 27
EXP	4 / 90
MP Recovery	15 / 47
Attack Type:	-

Drops:			
HP balls	Small x3		
MP balls	-		
Munny balls	Small x4		
1st Item	Potion	2	%
2nd Item	Power Shard	8	%
3rd Item	Protera Chain	0.5	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details If a Powerwild steps on a banana and slips--Munny ball: Small x20, Medium x5; Item: Ether 20%, Mega-Ether 4%, Power Shard 16%.

Bouncywild



Area:	Deep Jungle; Monstro; End of the World

Statistics:	
HP	18 / 90
STR	12 / 35
DEF	11 / 27
EXP	2 / 60
MP Recovery	13 / 47
Attack Type:	-

Drops:			
HP balls	-		
MP balls	Small x1		
Munny balls	Small x15, Medium x2		
1st Item	Hi-Potion	2	%
2nd Item	Power Shard	12	%
3rd Item	Protera Chain	1	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details If a Bouncywild steps on a banana and slips: Munny ball: Small x20, Medium x5; Item: Ether 20%, Mega-Ether 4%, Power Shard 24%. If a character steps on a banana and slips, that character will lose: Munny ball: Small x30, Medium x10.

Air Soldier

Area:	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Hollow Bastion; End of the World

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	33 / 120	**HP balls**	Small x4			**Weapon**	100
STR	15 / 35	**MP balls**	-			**Fire**	100
DEF	12 / 27	**Munny balls**	Small x1, Medium x1			**Blizzard**	100
EXP	5 / 90					**Thunder**	100
MP Recovery	18 / 47	**1st Item**	Potion	2	%	**% Attack**	100 / 80
		2nd Item	Hi-Potion	1	%	**Stop**	100 / 60
Attack Type:	-	**3rd Item**	Spirit Gem	4	%	**Stun**	100
						No Type	100

Details -

Bandit

Area:	Olympus Coliseum; Agrabah; Monstro; End of the World

Statistics:	
HP	39 / 120
STR	18 / 35
DEF	15 / 27
EXP	7 / 90
MP Recovery	22 / 47
Attack Type:	-

Drops:			
HP balls	Small x4		
MP balls	-		
Munny balls	Small x1, Medium x1		
1st Item	Potion	2	%
2nd Item	Blaze Gem	4	%
3rd Item	Protera Chain	0.5	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Fat Bandit

Area:	Olympus Coliseum; Agrabah; Monstro; End of the World

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	240 / 300	HP balls	Small x10, Large x1	Weapon	100

STR	18 / 35	MP balls	-			Fire	100
DEF	15 / 27	Munny balls	Small x1, Medium x2			Blizzard	100
EXP	20 / 240					Thunder	100
MP Recovery	24 / 49	1st Item	Hi-Potion	4	%	% Attack	100 / 80
		2nd Item	Blaze Gem	8	%	Stop	100 / 60
Attack Type:	Fire	3rd Item	Firaga Ring	1	%	Stun	100
						No Type	100

Details Defeat by attacking the abdomen (while the Fat Bandit draws his breath): HP ball: Small x15, Large x1; Munny ball: Small x2, Medium x4; Item: Ether 4%, Blaze Gem 8%, Firage Ring 2%. If you defeat a Fat Bandit with a % attack while he draws his breath: HP ball: Small x10.

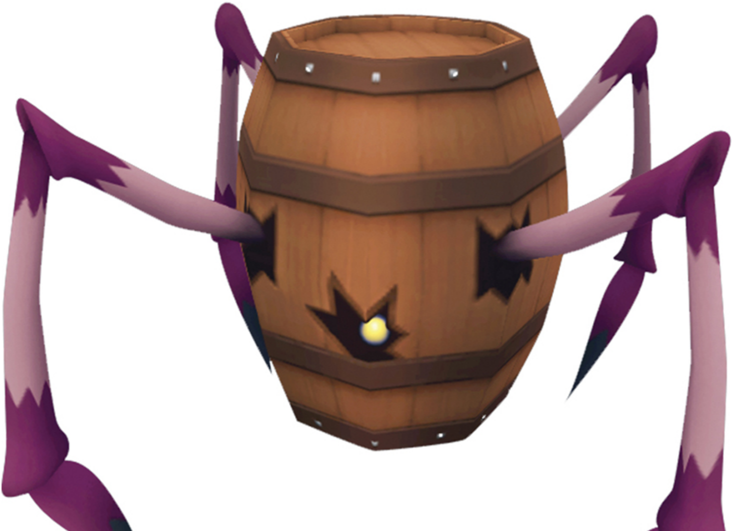
Pot Spider

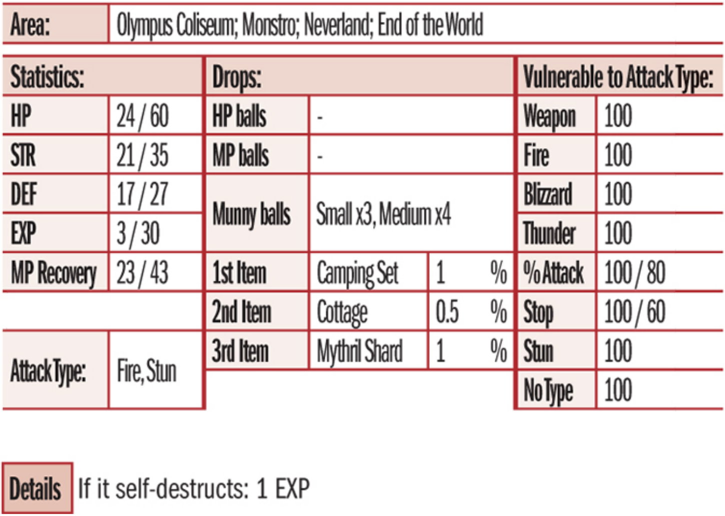
Area:	Olympus Coliseum; Agrabah; Monstro

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	21 / 60	HP balls	-			Weapon	100
STR	18 / 35	MP balls	-			Fire	100
DEF	15 / 27	Munny balls	Small x8			Blizzard	100
EXP	2 / 30					Thunder	100
MP Recovery	18 / 43	1st Item	Tent	1	%	% Attack	100 / 80
		2nd Item	Camping Set	0.5	%	Stop	100 / 60
Attack Type:	-	3rd Item	Mythril Shard	1	%	Stun	100
						No Type	100

Details -

Barrel Spider



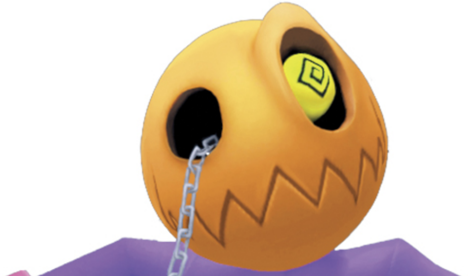


Area:	Olympus Coliseum; Monstro; Neverland; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	24 / 60	HP balls	-			Weapon	100
STR	21 / 35	MP balls	-			Fire	100
DEF	17 / 27	Munny balls	Small x3, Medium x4			Blizzard	100
EXP	3 / 30					Thunder	100
MP Recovery	23 / 43	1st Item	Camping Set	1	%	% Attack	100 / 80
		2nd Item	Cottage	0.5	%	Stop	100 / 60
Attack Type:	Fire, Stun	3rd Item	Mythril Shard	1	%	Stun	100
						No Type	100

Details If it self-destructs: 1 EXP

Search Ghost

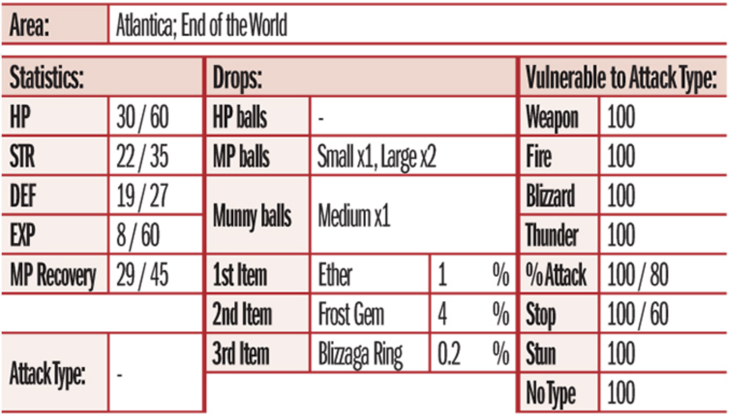


Area:	Traverse Town; Olympus Coliseum; Monstro; Atlantica; Halloween Town; Hollow Bastion; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	45 / 120	HP balls*	Large x3			Weapon	100
STR	21 / 35	MP balls	Small x1, Large x2			Fire	100
DEF	17 / 27	Munny balls	-			Blizzard	100
EXP	10 / 120					Thunder	100
MP Recovery	27 / 47	1st Item	Hi-Potion	2	%	% Attack	100 / 80
		2nd Item	Mega-Potion	1	%	Stop	100 / 60
Attack Type:	Dark	3rd Item	Bright Gem	4	%	Stun	100
						No Type	100

Details *If you defeat the Search Ghost with a % attack or while its beam is activated: HP ball: Large x3

Sea Neon



Area:	Atlantica; End of the World

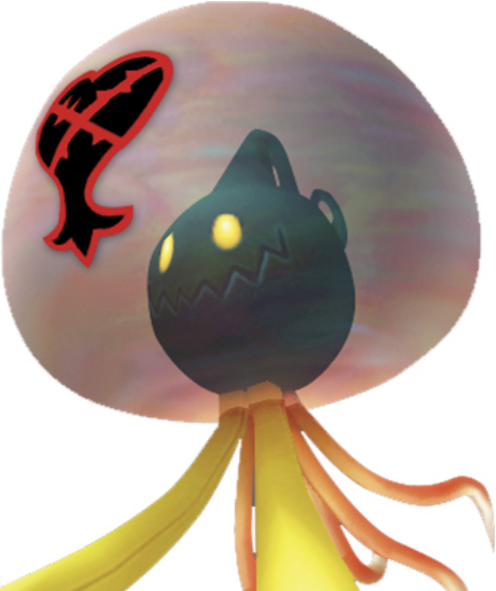
Statistics:	
HP	30 / 60
STR	22 / 35
DEF	19 / 27
EXP	8 / 60
MP Recovery	29 / 45
Attack Type:	-

Drops:			
HP balls	-		
MP balls	Small x1, Large x2		
Munny balls	Medium x1		
1st Item	Ether	1	%
2nd Item	Frost Gem	4	%
3rd Item	Blizzaga Ring	0.2	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Sheltering Zone

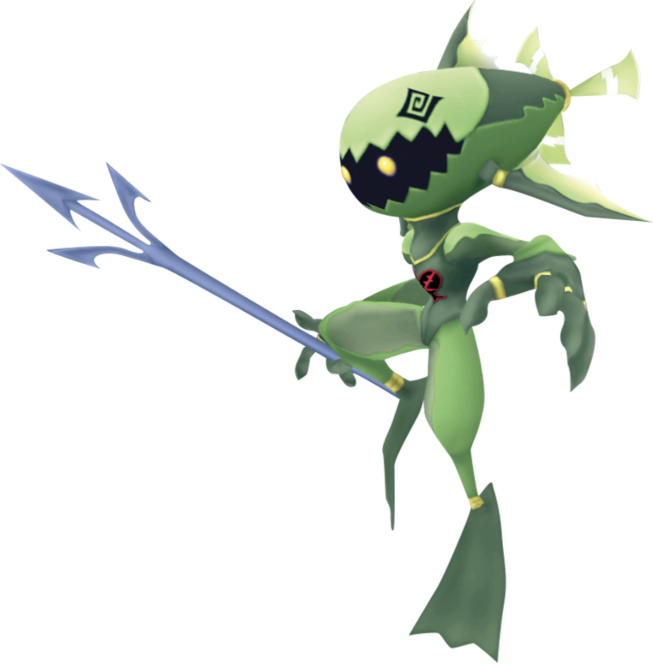


Area:	Atlantica; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	90 / 240	HP balls	-			Weapon	100
STR	22 / 35	MP balls	Small x5, Large x5			Fire	100
DEF	19 / 27	Munny balls	Small x2, Medium x3, Large x1			Blizzard	100
EXP	20 / 150					Thunder	100
MP Recovery	31 / 47	1st Item	Ether	4	%	% Attack	100 / 80
		2nd Item	Frost Gem	8	%	Stop	100 / 60
Attack Type:	-	3rd Item	Blizzaga Ring	1	%	Stun	100
						No Type	100

Details -

Screwdiver



Area:	Atlantica; End of the World

Statistics:	
HP	48 / 120
STR	22 / 35
DEF	19 / 27
EXP	15 / 90
MP Recovery	31 / 47
Attack Type:	-

Drops:			
HP balls	Small x5		
MP balls	-		
Munny balls	Small x1, Medium x2		
1st Item	Hi-Potion	2	%
2nd Item	Thunder Gem	4	%
3rd Item	Thundaga Ring	0.2	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	0
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Aquatank

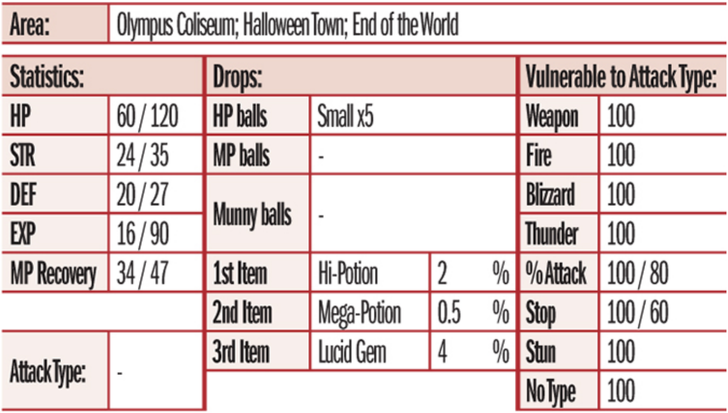
Area:	Atlantica; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	120 / 300	HP balls	Small x3, Large x1			Weapon	100
STR	22 / 35	MP balls	-			Fire	100
DEF	19 / 27	Munny balls	Small x2, Large x4			Blizzard	100
EXP	30 / 240					Thunder	0
MP Recovery	33 / 49	1st Item	Mega-Potion	4	%	% Attack	90 / 75

		2nd Item	Thunder Gem	8	%	Stop	100 / 60
Attack Type:	Thunder	3rd Item	Thundaga Ring	1	%	Stun	100
						No Type	100

Details -

Wight Knight



Area:	Olympus Coliseum; Halloween Town; End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	60 / 120	HP balls	Small x5		Weapon	100
STR	24 / 35	MP balls	-		Fire	100
DEF	20 / 27	Munny balls	-		Blizzard	100
EXP	16 / 90				Thunder	100
MP Recovery	34 / 47	1st Item	Hi-Potion	2 %	% Attack	100 / 80
		2nd Item	Mega-Potion	0.5 %	Stop	100 / 60
Attack Type:	-	3rd Item	Lucid Gem	4 %	Stun	100
					No Type	100

Details -

Gargoyle

Area:	Olympus Coliseum; Halloween Town; End of the World

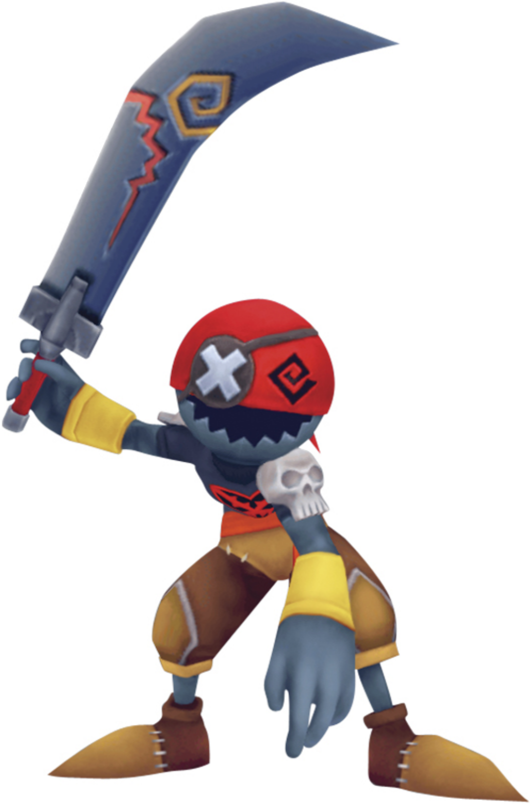
Statistics:	
HP	70 / 135
STR	24 / 35
DEF	20 / 27
EXP	20 / 120
MP Recovery	34 / 47
Attack Type:	Fire

Drops:			
HP balls	-		
MP balls	Large x4		
Munny balls	-		
1st Item	Ether	2	%
2nd Item	Mega-Ether	0.5	%
3rd Item	Lucid Gem	4	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Pirate



Area: Olympus Coliseum; Monstro; Neverland; End of the World

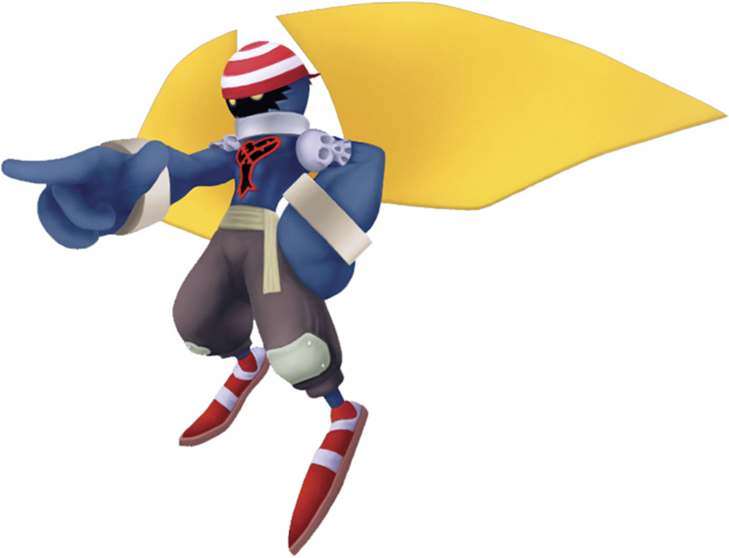
Statistics:	
HP	105 / 120
STR	27 / 35
DEF	21 / 27
EXP	28 / 90
MP Recovery	38 / 47
Attack Type:	-

Drops:			
HP balls	Small x4		
MP balls	-		
Munny balls	Small x6		
1st Item	Hi-Potion	2	%
2nd Item	Mega-Potion	1	%
3rd Item	Power Gem	4	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

Air Pirate

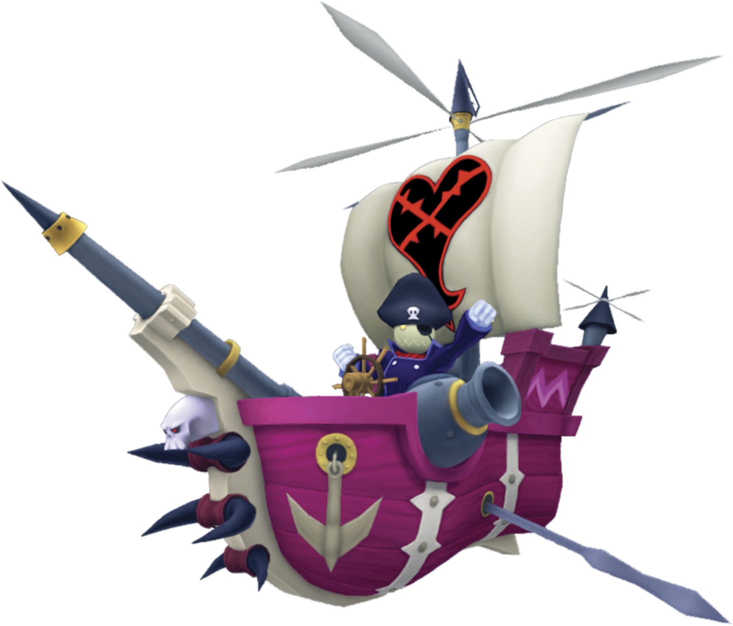


Area:	Olympus Coliseum; Monstro; Neverland

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	120 / 135	HP balls	Large x1			Weapon	100
STR	27 / 35	MP balls	-			Fire	100
DEF	21 / 27	Munny balls	Medium x2, Large x1			Blizzard	100
EXP	40 / 120					Thunder	100
MP Recovery	38 / 47	1st Item	Hi-Potion	2	%	% Attack	100 / 80
		2nd Item	Mega-Potion	1	%	Stop	100 / 60
Attack Type:	-	3rd Item	Power Gem	4	%	Stun	100
						No Type	100

Details -

Battleship



Area:	Olympus Coliseum; Neverland

Statistics:	
HP [1]	300 / 450
STR	27 / 35
DEF	21 / 27
EXP	100 / 240
MP Recovery	40 / 49
Attack Type:	Fire

Drops:			
HP balls	Small x5, Large x1		
MP balls	Small x5, Large x2		
Munny balls	Small x3, Medium x2, Large x3		
1st Item [2]	Elixir	1	%
2nd Item	Power Gem	8	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	50 / 40
Stop	80 / 60
Stun	100
No Type	100

Details

[1] The stern is worth 1/10 of the total HP, the cannon is worth 1/12 of the total HP, and the mast has 1/7 of the total HP.

[2] When you destroy either the stern, cannon, or mast: Elixir 4%, Power Gem 16%, Element Ring 2%.

Defender

Area:	Traverse Town; Wonderland; Olympus Coliseum; Hollow Bastion; End of the World

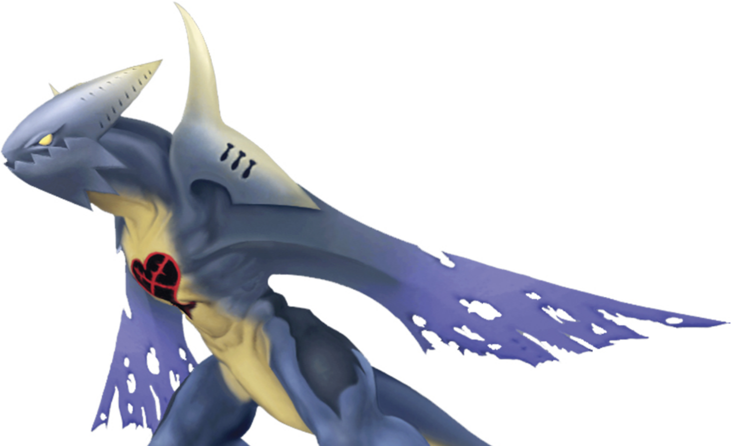
Statistics:	
HP	240 / 300
STR	31 / 35
DEF	24 / 27
EXP	120 / 240
MP Recovery	44 / 49
Attack Type:	Fire, Blizzard

Drops:			
HP balls	-		
MP balls	Small x20		
Munny balls	Small x5, Medium x2, Large x4		
1st Item	Elixir	1	%
2nd Item	Bright Crystal	2	%
3rd Item	Defender	0.2	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	90 / 75
Stop	100 / 60
Stun	100
No Type	100

Details -

Wyvern

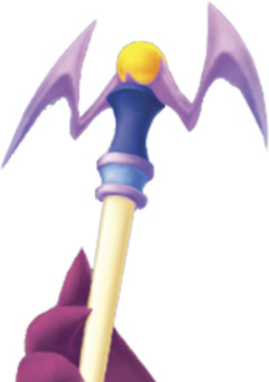


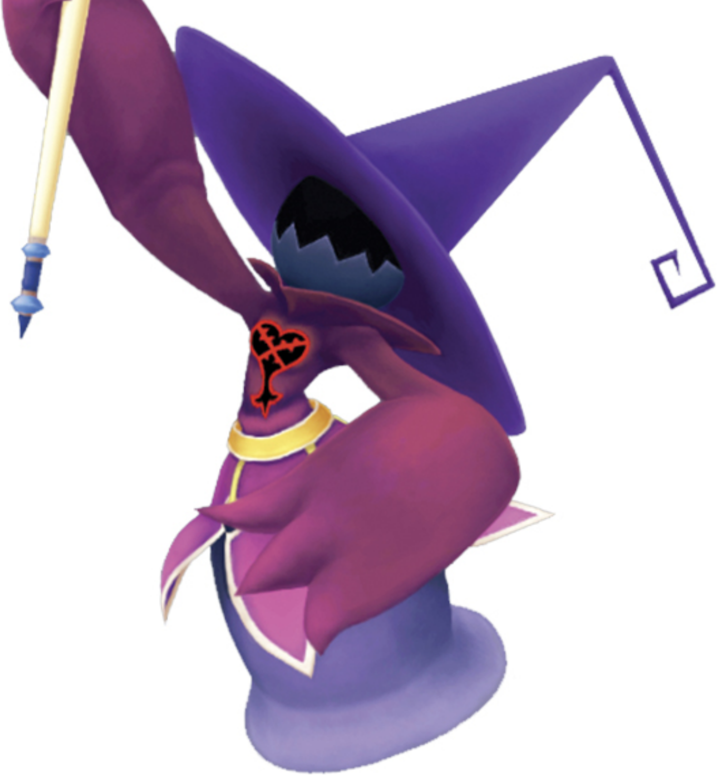
Area:	Traverse Town; Olympus Coliseum; Deep Jungle; Agrabah; Hollow Bastion; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	135 / 150	HP balls	Large x3			Weapon	100
STR	31 / 35	MP balls	-			Fire	100
DEF	24 / 27	Munny balls	-			Blizzard	100
EXP	65 / 120					Thunder	100
MP Recovery	42 / 47	1st Item	Hi-Potion	2	%	% Attack	90 / 75
		2nd Item	Elixir	0.5	%	Stop	100 / 60
Attack Type:	-	3rd Item	Power Crystal	2	%	Stun	100
						No Type	100

Details -

Wizard





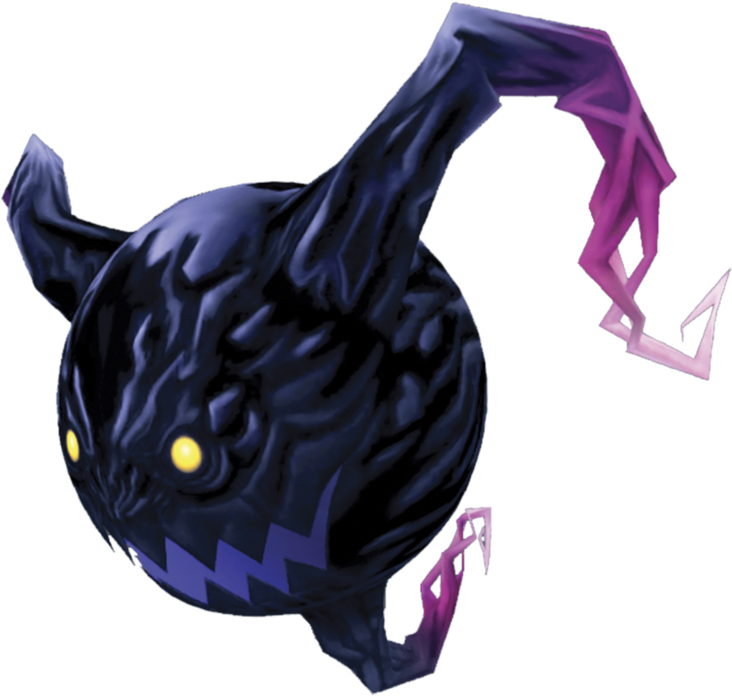
Area:	Traverse Town; Wonderland; Olympus Coliseum; Deep Jungle; Agrabah; Halloween Town; Hallow Bastion; End of the World

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	75 / 90	**HP balls**	-			**Weapon**	100
STR	31 / 35	**MP balls**	Small x10, Large x3			**Fire**	0
DEF	24 / 27	**Munny balls**	-			**Blizzard**	0
EXP	90 / 150					**Thunder**	0
MP Recovery	42 / 47	**1st Item**	Ether	2	%	**% Attack**	50 / 40

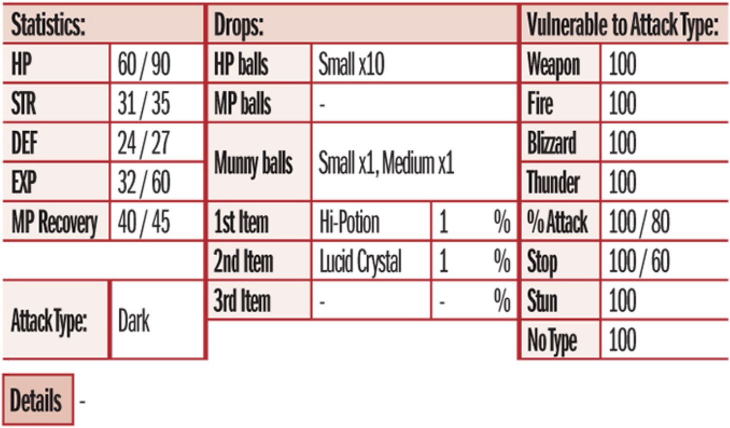
		2nd Item	Shiny Crystal	2 %	Stop	50 / 20
Attack Type:	Fire, Blizzard, Thunder, Dark	3rd Item	Wizard's Relic	0.2 %	Stun	100
					No Type	100

Details	-

Darkball



Area:	Traverse Town; Wonderland; Olympus Coliseum; Deep Jungle; Agrabah; Monstro; Atlantica; Halloween Town; Neverland; Hallow Bastion; End of the World

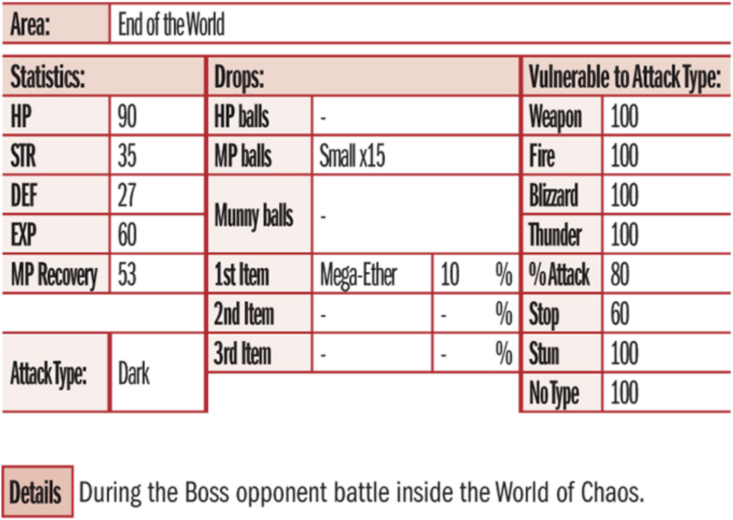


Statistics:	
HP	60 / 90
STR	31 / 35
DEF	24 / 27
EXP	32 / 60
MP Recovery	40 / 45
Attack Type:	Dark

Drops:			
HP balls	Small x10		
MP balls	-		
Munny balls	Small x1, Medium x1		
1st Item	Hi-Potion	1	%
2nd Item	Lucid Crystal	1	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -



Area:	End of the World

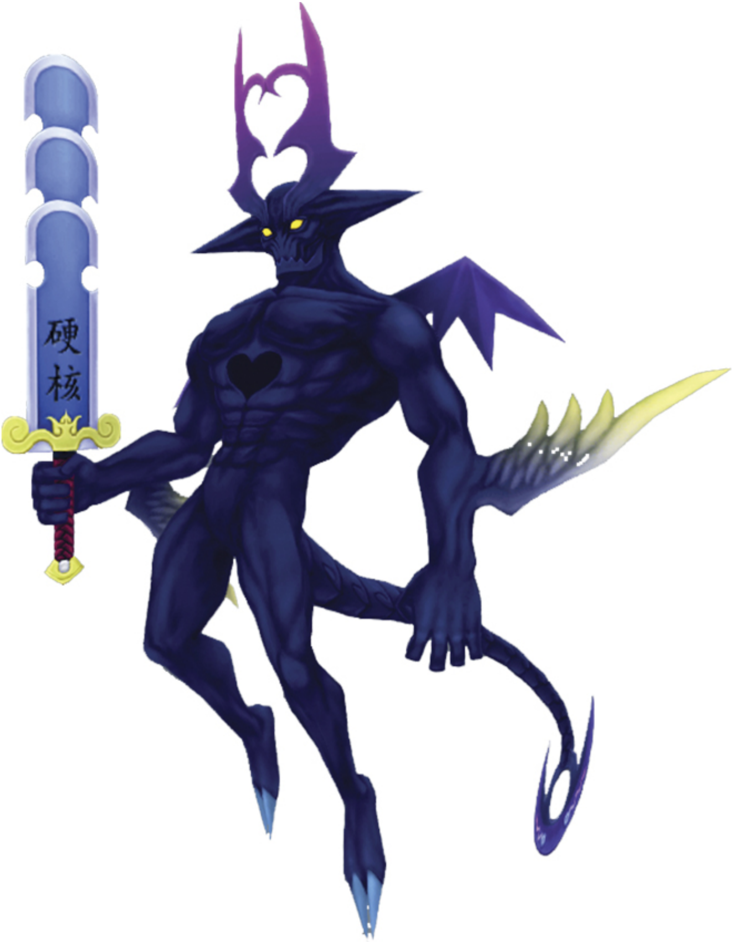
Statistics:	
HP	90
STR	35
DEF	27
EXP	60
MP Recovery	53
Attack Type:	Dark

Drops:			
HP balls	-		
MP balls	Small x15		
Munny balls	-		
1st Item	Mega-Ether	10	%
2nd Item	-	-	%
3rd Item	-	-	%

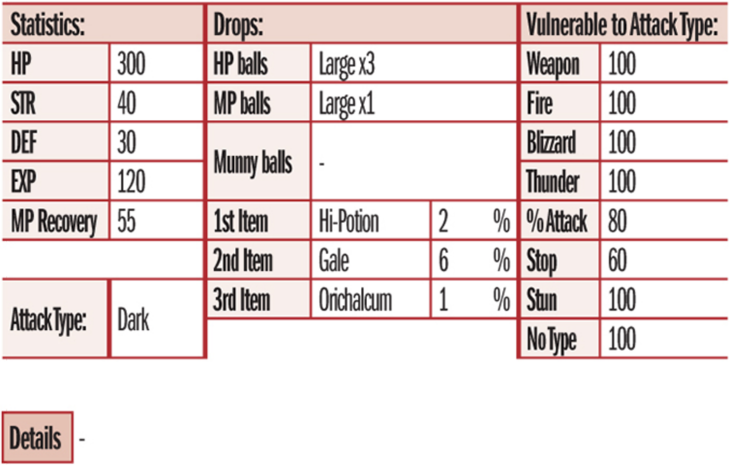
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	80
Stop	60
Stun	100
No Type	100

Details During the Boss opponent battle inside the World of Chaos.

Invisible



Area:	Olympus Coliseum; End of the World

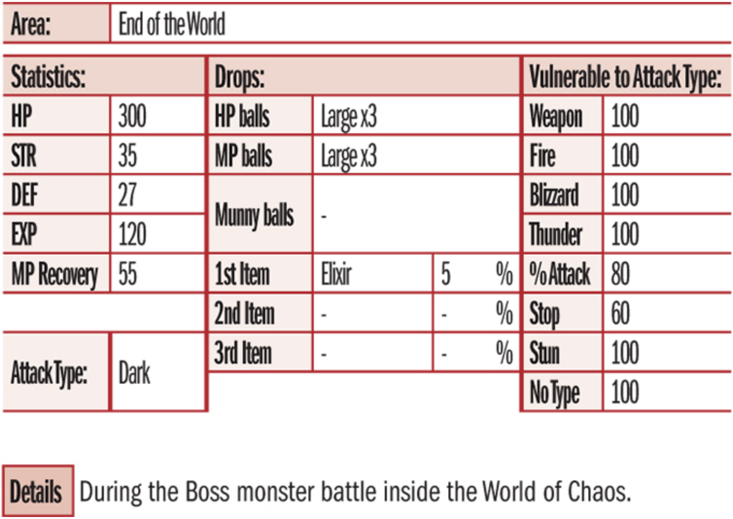


Statistics:	
HP	300
STR	40
DEF	30
EXP	120
MP Recovery	55
Attack Type:	Dark

Drops:			
HP balls	Large x3		
MP balls	Large x1		
Munny balls	-		
1st Item	Hi-Potion	2	%
2nd Item	Gale	6	%
3rd Item	Orichalcum	1	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	80
Stop	60
Stun	100
No Type	100

Details -



Area:	End of the World

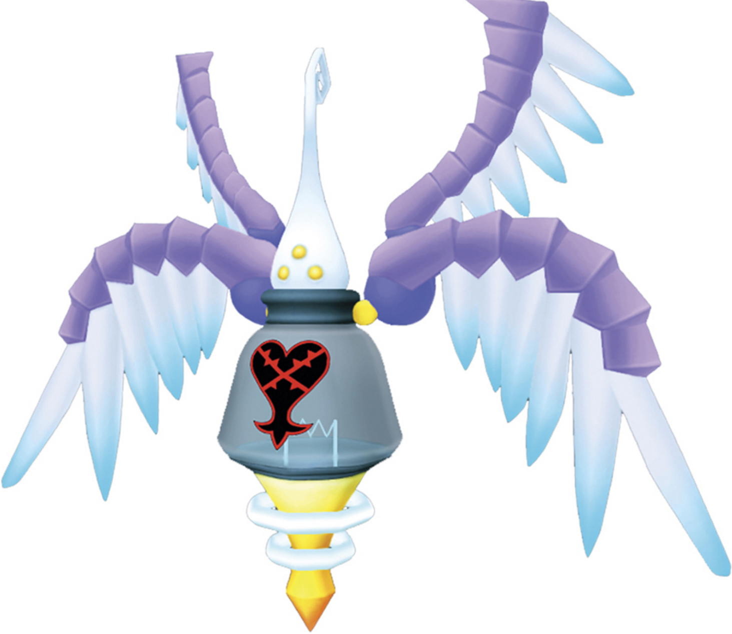
Statistics:	
HP	300
STR	35
DEF	27
EXP	120
MP Recovery	55
Attack Type:	Dark

Drops:			
HP balls	Large x3		
MP balls	Large x3		
Munny balls	-		
1st Item	Elixir	5	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	80
Stop	60
Stun	100
No Type	100

Details During the Boss monster battle inside the World of Chaos.

Angel Star



Area:	Olympus Coliseum; End of the World

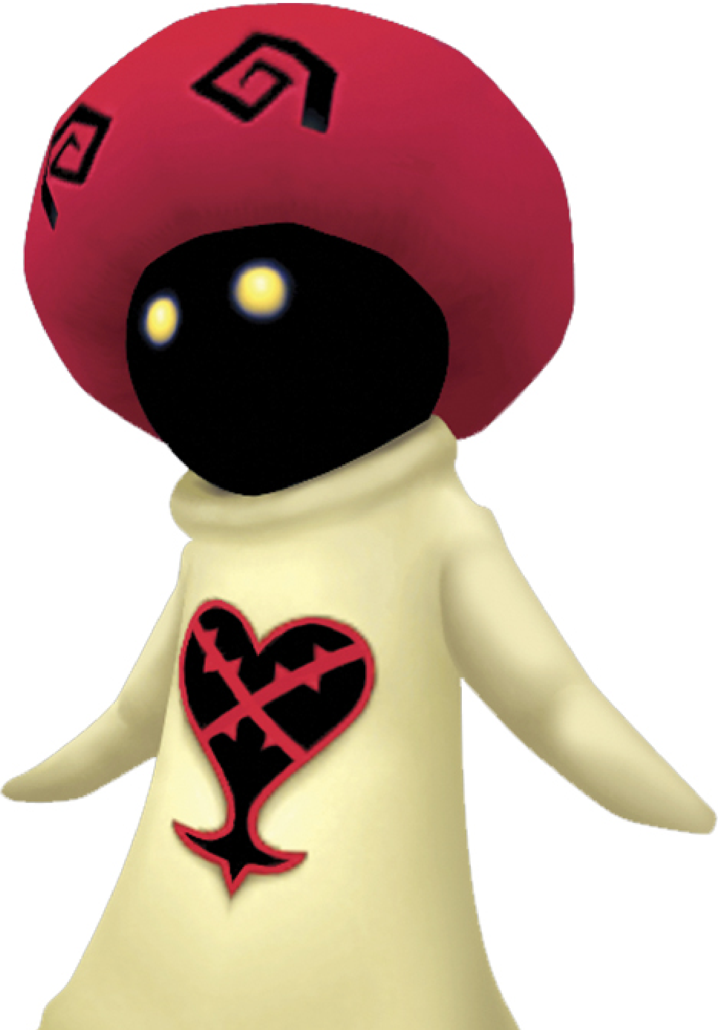
Statistics:	
HP	220
STR	40
DEF	30
EXP	150
MP Recovery	55
Attack Type:	Thunder, Dark

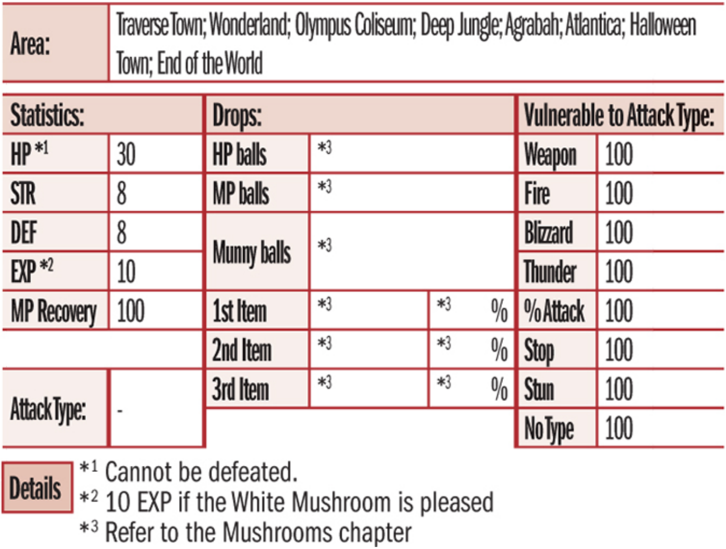
Drops:			
HP balls	-		
MP balls	Small x5, Large x3		
Munny balls	Medium x3, Large x2		
1st Item	Ether	2	%
2nd Item	Gale	6	%
3rd Item	Mythril	1	%

Vulnerable to Attack Type:	
Weapon	100
Fire	50
Blizzard	50
Thunder	0
% Attack	50
Stop	30
Stun	100
No Type	100

Details -

White Mushroom





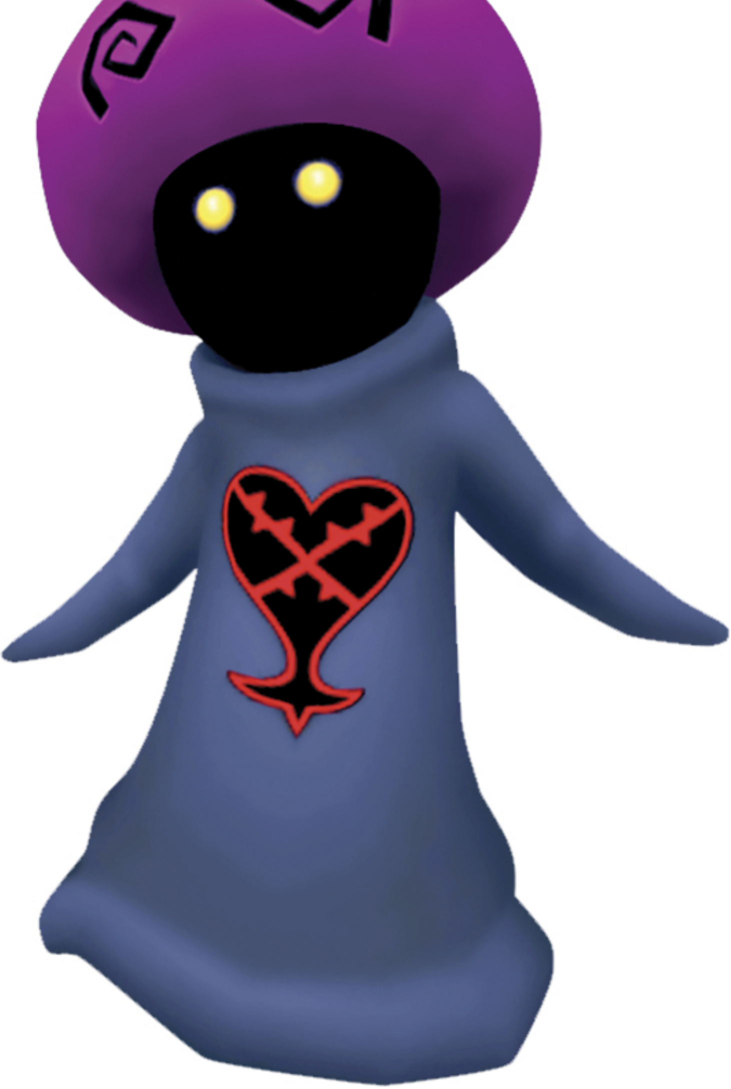
Area:	Traverse Town; Wonderland; Olympus Coliseum; Deep Jungle; Agrabah; Atlantica; Halloween Town; End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP *1	30	HP balls	*3		Weapon	100
STR	8	MP balls	*3		Fire	100
DEF	8	Munny balls	*3		Blizzard	100
EXP *2	10				Thunder	100
MP Recovery	100	1st Item	*3	*3 %	%Attack	100
		2nd Item	*3	*3 %	Stop	100
Attack Type:	-	3rd Item	*3	*3 %	Stun	100
					No Type	100

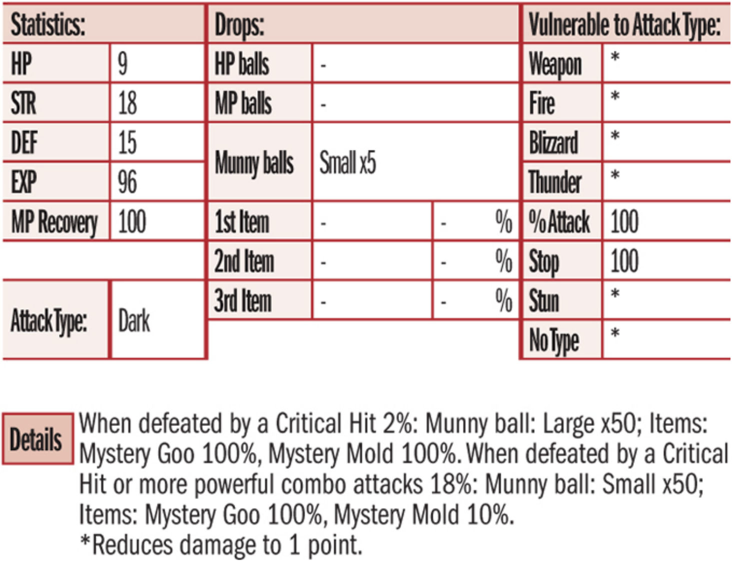
Details

*1 Cannot be defeated.
*2 10 EXP if the White Mushroom is pleased
*3 Refer to the Mushrooms chapter

Black Fungus



Area:	Olympus Coliseum; Agrabah; Halloween Town; Hollow Bastion; End of the World

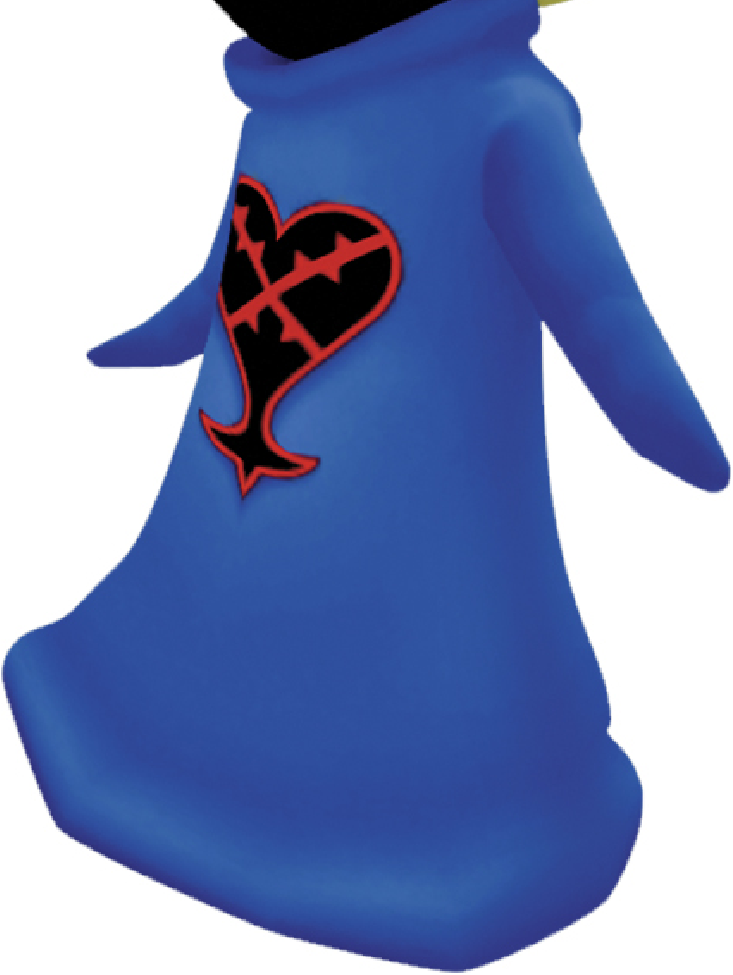


Statistics:		Drops:				Vulnerable to Attack Type:	
HP	9	HP balls	-			Weapon	*
STR	18	MP balls	-			Fire	*
DEF	15	Munny balls	Small x5			Blizzard	*
EXP	96					Thunder	*
MP Recovery	100	1st Item	-	-	%	%Attack	100
		2nd Item	-	-	%	Stop	100
Attack Type:	Dark	3rd Item	-	-	%	Stun	*
						No Type	*

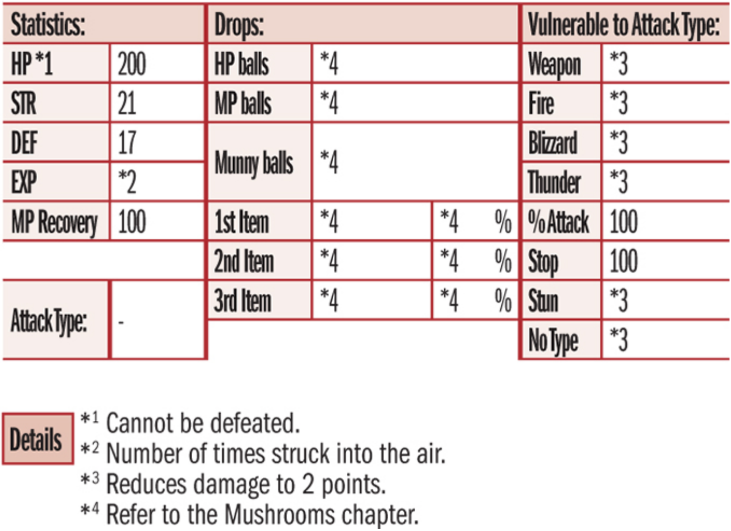
Details When defeated by a Critical Hit 2%: Munny ball: Large x50; Items: Mystery Goo 100%, Mystery Mold 100%. When defeated by a Critical Hit or more powerful combo attacks 18%: Munny ball: Small x50; Items: Mystery Goo 100%, Mystery Mold 10%.

*Reduces damage to 1 point.

Rare Truffle



Area:	Olympus Coliseum; Monstro; Halloween Town; Neverland; End of the World



Statistics:		Drops:				Vulnerable to Attack Type:	
HP *1	200	HP balls	*4			Weapon	*3
STR	21	MP balls	*4			Fire	*3
DEF	17	Munny balls	*4			Blizzard	*3
EXP	*2					Thunder	*3
MP Recovery	100	1st Item	*4	*4	%	%Attack	100
		2nd Item	*4	*4	%	Stop	100
Attack Type:	-	3rd Item	*4	*4	%	Stun	*3
						No Type	*3

Details

*[1] Cannot be defeated.

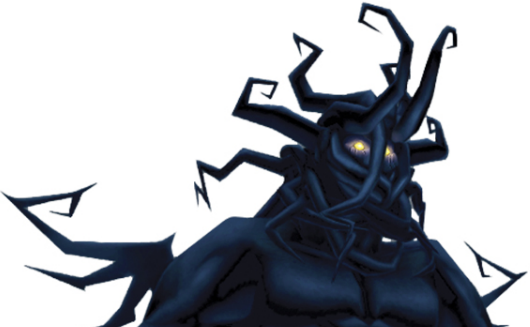
*[2] Number of times struck into the air.

*[3] Reduces damage to 2 points.

*[4] Refer to the Mushrooms chapter.

Bosses

Darkside



Area:	Deep into the Heart

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	240	**HP balls**	-		**Weapon**	100
STR	2	**MP balls**	-		**Fire**	49
DEF	2	**Munny balls**	-		**Blizzard**	50
EXP	18				**Thunder**	100
MP Recovery	0	**1st Item**	-	- %	**% Attack**	4
		2nd Item	-	- %	**Stop**	0
Attack Type:	Dark	**3rd Item**	-	- %	**Stun**	50
					No Type	50

Details -

Area:	Destiny Islands

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	300	HP balls	-		Weapon	100
STR	6	MP balls	-		Fire	49
DEF	6	Munny balls	-		Blizzard	50
EXP	60				Thunder	100
MP Recovery	0	1st Item	-	- %	% Attack	4
		2nd Item	-	- %	Stop	0
Attack Type:	Dark	3rd Item	-	- %	Stun	50
					No Type	50

Details -

Area:	End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	900	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP	8000				Thunder	100
MP Recovery	58	1st Item	-	- %	% Attack	3
		2nd Item	-	- %	Stop	0
Attack Type:	Dark	3rd Item	-	- %	Stun	50
					No Type	50

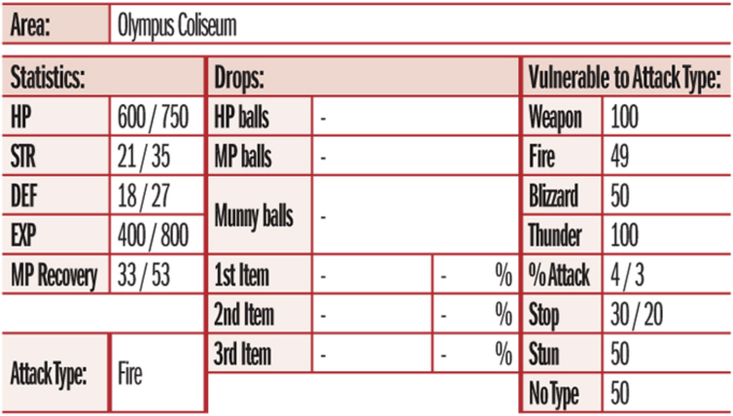
Details -

Leon

Area:	Traverse Town

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	120	**HP balls**	-		**Weapon**	100
STR	8	**MP balls**	-		**Fire**	49
DEF	8	**Munny balls**	-		**Blizzard**	50
EXP	30				**Thunder**	100
MP Recovery	10	**1st Item**	-	- %	**% Attack**	4
		2nd Item	-	- %	**Stop**	3
Attack Type:	Fire	**3rd Item**	-	- %	**Stun**	50
					No Type	50

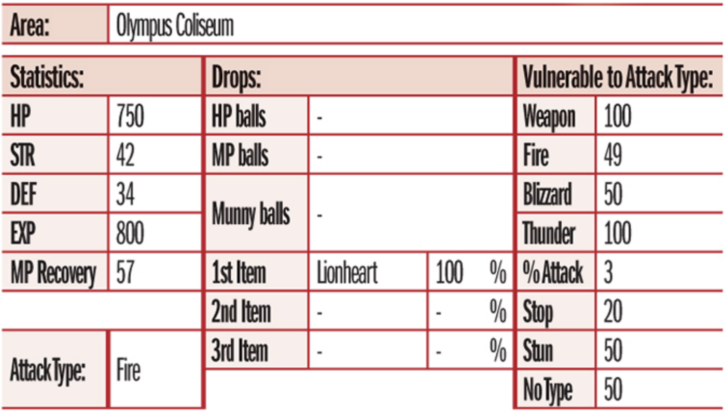
Details -



Area:	Olympus Coliseum

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	600 / 750	HP balls	-			Weapon	100
STR	21 / 35	MP balls	-			Fire	49
DEF	18 / 27	Munny balls	-			Blizzard	50
EXP	400 / 800					Thunder	100
MP Recovery	33 / 53	1st Item	-	-	%	% Attack	4 / 3
		2nd Item	-	-	%	Stop	30 / 20
Attack Type:	Fire	3rd Item	-	-	%	Stun	50
						No Type	50

Details Pegasus Cup

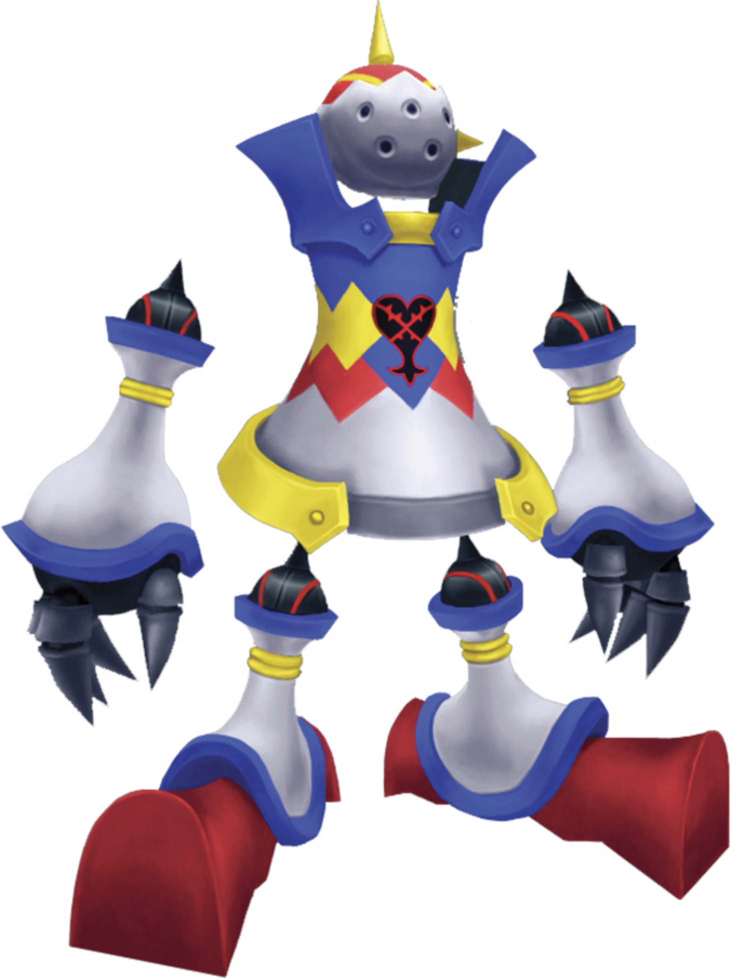


Area:	Olympus Coliseum

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	750	HP balls	-			Weapon	100
STR	42	MP balls	-			Fire	49
DEF	34	Munny balls	-			Blizzard	50
EXP	800					Thunder	100
MP Recovery	57	1st Item	Lionheart	100	%	% Attack	3
		2nd Item	-	-	%	Stop	20
Attack Type:	Fire	3rd Item	-	-	%	Stun	50
						No Type	50

Details Hades Cup

Guard Armor



Area:	Traverse Town

ARMORED TORSO

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	700	HP balls	-			Weapon	100
STR	8	MP balls	-			Fire	49
DEF	8	Munny balls	-			Blizzard	50
EXP	110					Thunder	100
MP Recovery	12	1st Item	Brave Warrior	100	%	% Attack	4
		2nd Item	-	-	%	Stop	0
Attack Type:	-	3rd Item	-	-	%	Stun	50
						No Type	50

Details The figures shown here for the Armored Torso also apply to the Gauntlets and Hammer Legs. The exceptions to this are Statistics and HP balls, which are listed in separate tables.

GAUNTLETS

Statistics:		Drops:	
HP	84	HP balls	Small x15
STR	8		
DEF	8		
EXP	0		
MP Recovery	12		

HAMMER LEGS

Statistics:		Drops:	
HP	196	HP balls	Small x15
STR	8		
DEF	8		
EXP	0		
MP Recovery	12		

Area:	Olympus Coliseum

ARMORED TORSO

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	180 / 450	HP balls	-			Weapon	100
STR	17 / 35 (40)	MP balls	-			Fire	49
DEF	14 / 27 (30)	Munny balls	-			Blizzard	50
EXP	80 / 500					Thunder	100
MP Recovery	20 / 53	1st Item	-	-	%	% Attack	4 / 3

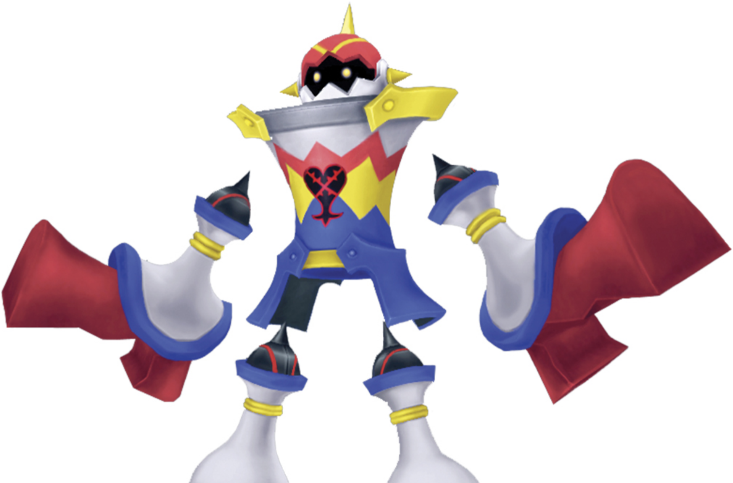
		2nd Item	-	- %	Stop	0
Attack Type:	-	3rd Item	-	- %	Stun	50
					No Type	50

Details The figures shown here for the Armored Torso also apply to the Gauntlets and Hammer Legs. The exceptions to this are Statistics and HP balls, which are listed in separate tables. The figures shown in brackets apply to the Hades Cup.

GAUNTLETS			
Statistics:		Drops:	
HP	21 / 54	HP balls	Small x15
STR	17 / 35 (40)		
DEF	14 / 27 (30)		
EXP	20 / 125		
MP Recovery	20 / 53		

HAMMER LEGS			
Statistics:		Drops:	
HP	50 / 126	HP balls	Small x15
STR	17 / 35 (40)		
DEF	14 / 27 (30)		
EXP	20 / 125		
MP Recovery	20 / 53		

Opposite Armor



Area:	Traverse Town

Body

Statistics:	
HP	900
STR	15
DEF	12
EXP	390
MP Recovery	23

Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	0
Stun	50
No Type	50

Details The figures shown here for the Body also apply for Arms and Legs. The exceptions to this are Statistics and HP balls, which are listed in separate tables.

ARMS

Statistics:		Drops:	
HP	135	HP balls	Small x15, Large x1
STR	15		
DEF	12		
EXP	0		
MP Recovery	23		

LEGS

Statistics:		Drops:	
HP	270	HP balls	Small x15, Large x1
STR	15		
DEF	12		
EXP	0		
MP Recovery	23		

Area:	Olympus Coliseum

Body

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	900	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP	600				Thunder	100
MP Recovery	53	1st Item	-	- %	%Attack	3
		2nd Item	-	- %	Stop	0
Attack Type:	-	3rd Item	-	- %	Stun	50
					No Type	50

Details The figures shown here for the Body also apply for Arms and Legs. The exceptions to this are Statistics and HP balls, which are listed in separate tables.

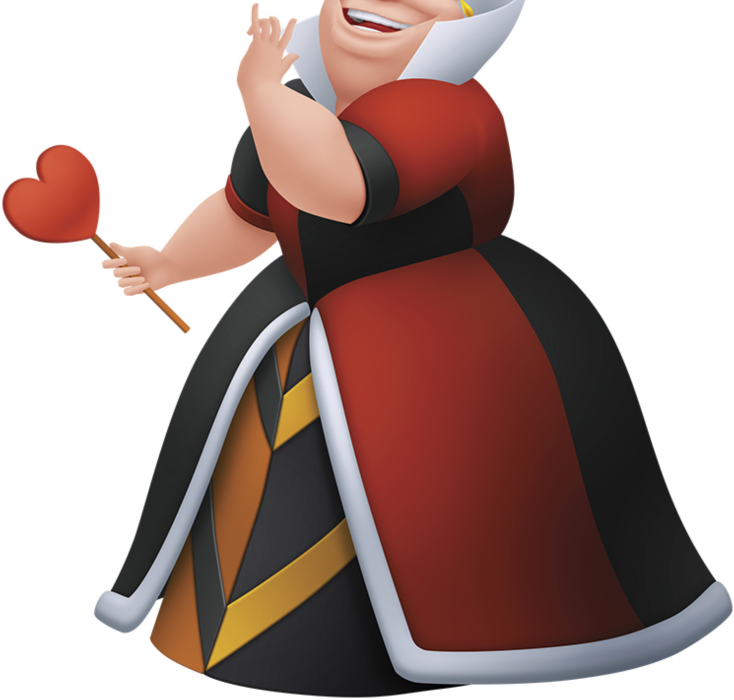
ARMS

Statistics:		Drops:	
HP	135	HP balls	Small x15, Large x1
STR	40		
DEF	30		
EXP	0		
MP Recovery	53		

LEGS

Statistics:		Drops:	
HP	270	HP balls	Small x15, Large x1
STR	40		
DEF	30		
EXP	0		
MP Recovery	53		

Queen of Hearts



Area:	Wonderland

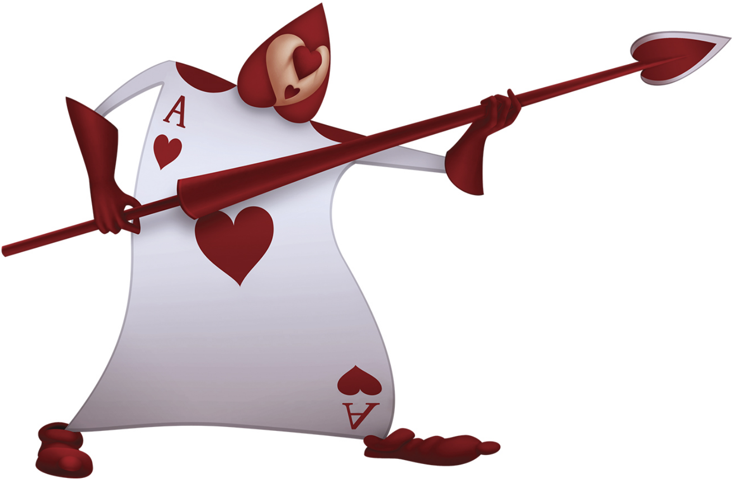
Statistics:	
HP*	10
STR	9
DEF	9
EXP	100
MP Recovery	13
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100
Stop	100
Stun	100
No Type	100

Details *The Queen of Hearts is stunned only for a short time. She cannot be defeated.

Card (Hearts)

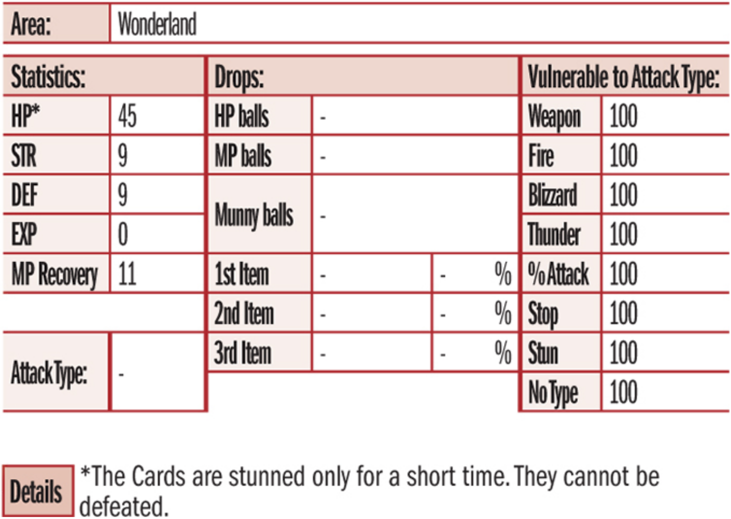


Area:	Wonderland

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP*	60	**HP balls**	-		**Weapon**	100
STR	9	**MP balls**	-		**Fire**	100
DEF	9	**Munny balls**	-		**Blizzard**	100
EXP	0				**Thunder**	100
MP Recovery	11	**1st Item**	-	- %	**% Attack**	100
		2nd Item	-	- %	**Stop**	100
Attack Type:	-	**3rd Item**	-	- %	**Stun**	100
					No Type	100

Details *The Cards are stunned only for a short time. They cannot be defeated.

Card (Spades)

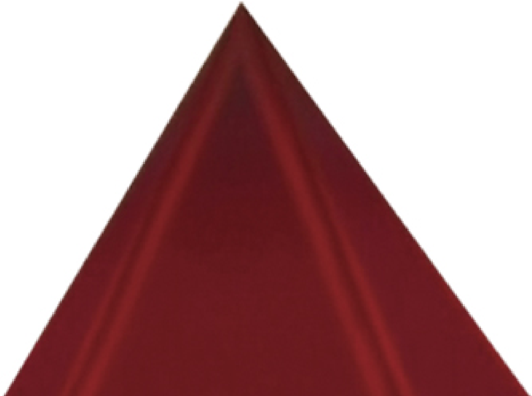


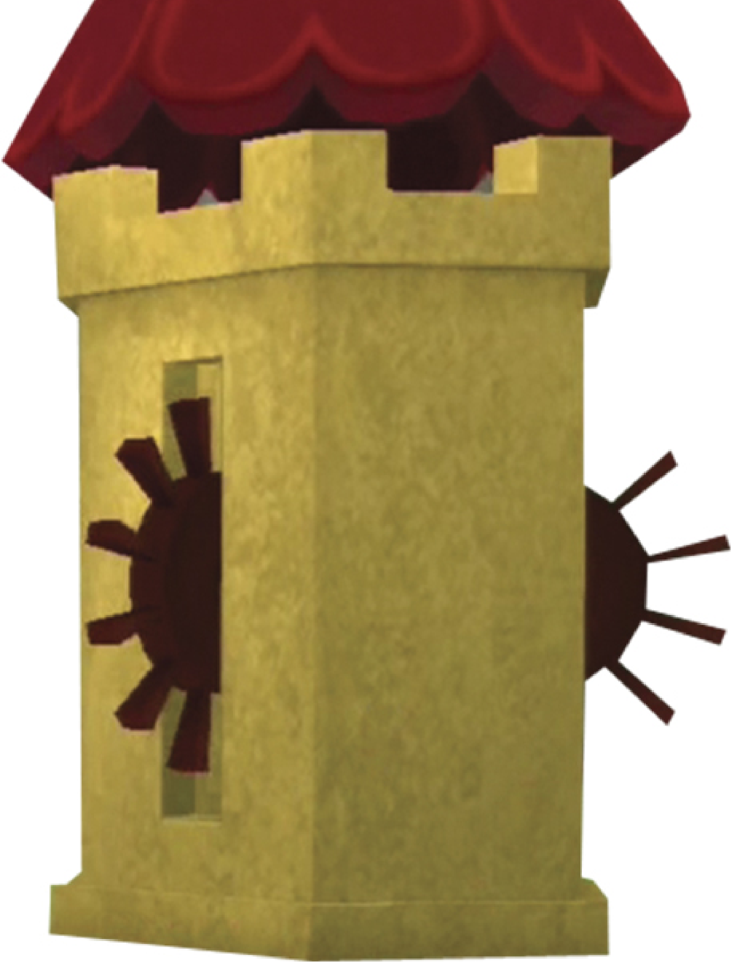
Area:	Wonderland

Statistics:		Drops:			Vulnerable to Attack Type:	
HP*	45	HP balls	-		Weapon	100
STR	9	MP balls	-		Fire	100
DEF	9	Munny balls	-		Blizzard	100
EXP	0				Thunder	100
MP Recovery	11	1st Item	-	- %	%Attack	100
		2nd Item	-	- %	Stop	100
Attack Type:	-	3rd Item	-	- %	Stun	100
					No Type	100

Details *The Cards are stunned only for a short time. They cannot be defeated.

Tower





Area:	Wonderland

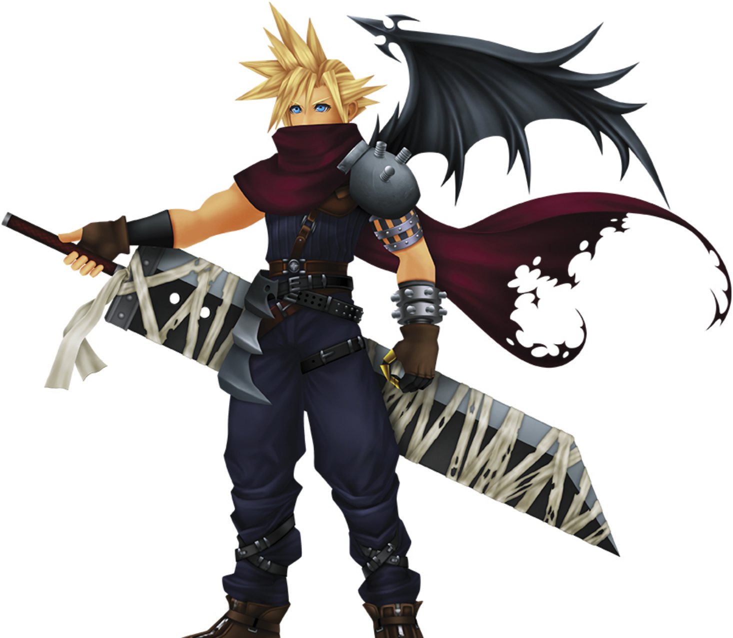
Statistics:	
HP*	24 (9)
STR	-
DEF	-
EXP	100
MP Recovery	-
Attack Type:	-

Drops:			
HP balls	Small x5 (Small x3)		
MP balls	(Small x10)		
Munny balls	Small x20		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	-
Fire	-
Blizzard	-
Thunder	-
% Attack	-
Stop	-
Stun	-
No Type	-

Details The figures in brackets apply to the Tower Cogwheels.
*Resistance rather than HP.

Cloud



Area:	Olympus Coliseum

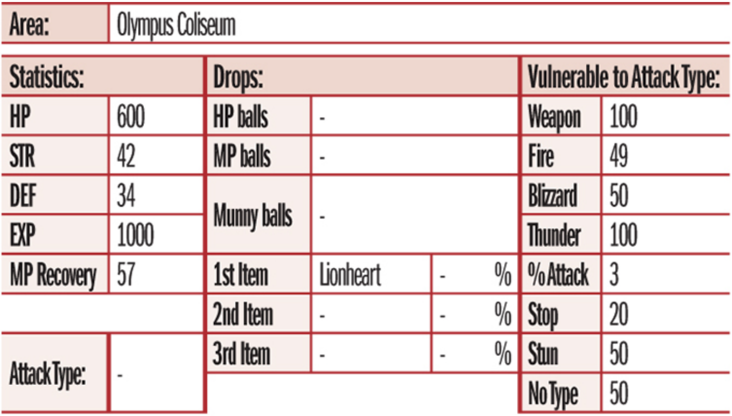
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	300 / 600	HP balls	-			Weapon	100
STR	11 / 35	MP balls	-			Fire	49
DEF	10 / 27	Munny balls	-			Blizzard	50
EXP	80 / 800					Thunder	100
MP Recovery	15 / 51	1st Item	-	-	%	% Attack	4 / 3
		2nd Item	-	-	%	Stop	30 /20
Attack Type:	-	3rd Item	-	-	%	Stun	50
						No Type	50

Details Preliminaries

Area:	Olympus Coliseum

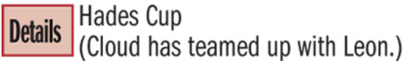
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	450 / 600	HP balls	-			Weapon	100
STR	29 / 35	MP balls	-			Fire	49
DEF	23 / 27	Munny balls	-			Blizzard	50
EXP*	500 / 1000					Thunder	100
MP Recovery	40 / 51	1st Item	Metal Chocobo	100	%	% Attack	4 /3
		2nd Item	-	-	%	Stop	30 / 20
Attack Type:	-	3rd Item	-	-	%	Stun	50
						No Type	50

Details Hercules Cup
*If you defeated Cloud before in the Hades Cup: 100 EXP.



Area:	Olympus Coliseum

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	600	HP balls	-			Weapon	100
STR	42	MP balls	-			Fire	49
DEF	34	Munny balls	-			Blizzard	50
EXP	1000					Thunder	100
MP Recovery	57	1st Item	Lionheart	-	%	% Attack	3
		2nd Item	-	-	%	Stop	20
Attack Type:	-	3rd Item	-	-	%	Stun	50
						No Type	50



Details	Hades Cup (Cloud has teamed up with Leon.)

Trickmaster

Area:	Wonderland

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	600	HP balls *1	Small x5		Weapon	100
STR	9	MP balls *2	Small x20		Fire	49
DEF	9	Munny balls	-		Blizzard	50
EXP	150				Thunder	100
MP Recovery	15	1st Item	Ifrit's Horn	100 %	% Attack	4
		2nd Item	-	- %	Stop	30
Attack Type:	Fire	3rd Item	-	- %	Stun	50
					No Type	50

Details

*1 As soon as the Trickmaster is stunned.
*2 As soon as the Trickmaster's torch goes out.

Cerberus

Area:	Olympus Coliseum

Statistics:	
HP	600 / 900
STR	11 / 35
DEF	10 / 27
EXP	200 / 2000
MP Recovery	17 / 53
Attack Type:	Fire, Dark

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	Inferno Band	100	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4 / 3
Stop	30 / 20
Stun	50
No Type	50

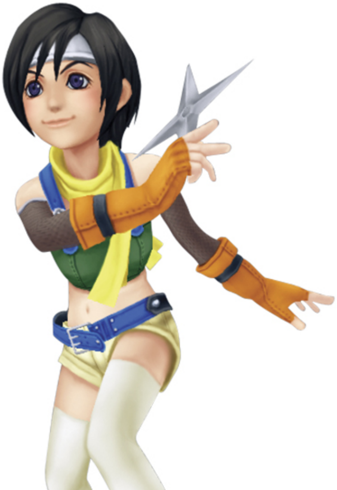
Details -

Area:	Olympus Coliseum

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	1200	HP balls	-			Weapon	100
STR	42	MP balls	-			Fire	49
DEF	34	Munny balls	-			Blizzard	50
EXP	1000					Thunder	100
MP Recovery	57	1st Item	Inferno Band	100	%	% Attack	3
		2nd Item	-	-	%	Stop	20
Attack Type:	Fire, Dark	3rd Item	-	-	%	Stun	100
						No Type	50

Details Hades Cup

Yuffie



Area:	Olympus Coliseum

Statistics:	
HP	300 / 450
STR	21 / 35
DEF	18 / 27
EXP*	300 / 600
MP Recovery	33 / 53
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4/ 3
Stop	30 / 20
Stun	50
No Type	50

Details Pegasus Cup
*If you defeated Yuffie before Pegasus Cup or the Hades Cup:
100 EXP.

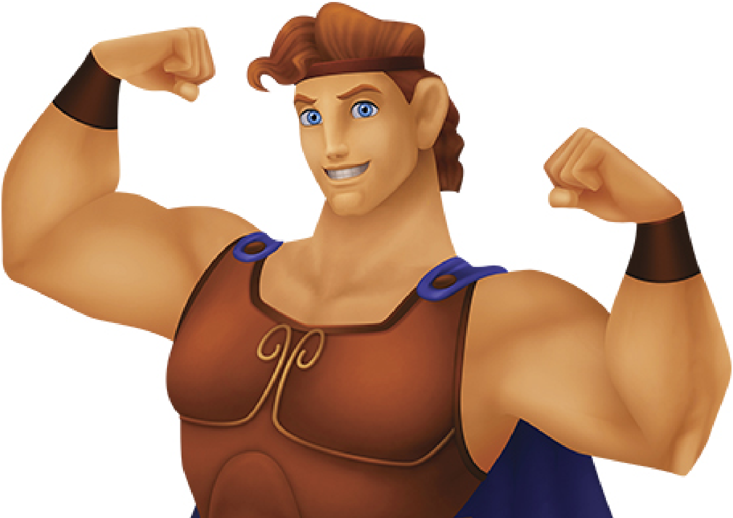
Area:	Olympus Coliseum

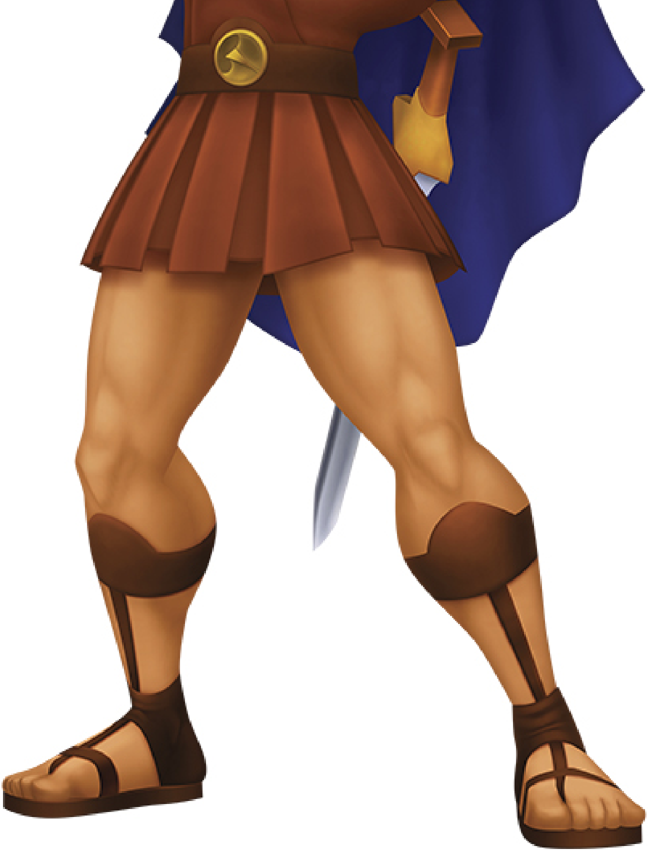
Statistics:	**Drops:**	**Vulnerable to Attack Type:**

HP	450	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP*	600				Thunder	100
MP Recovery	53	1st Item	Genji Shield	100 %	% Attack	3
		2nd Item	-	- %	Stop	20
Attack Type:	-	3rd Item	-	- %	Stun	50
					No Type	50

Details Hades Cup
*If you defeated Yuffie before in the Pegasus Cup or the Hades Cup: 100 EXP.

Hercules





Area: Olympus Coliseum

Statistics:

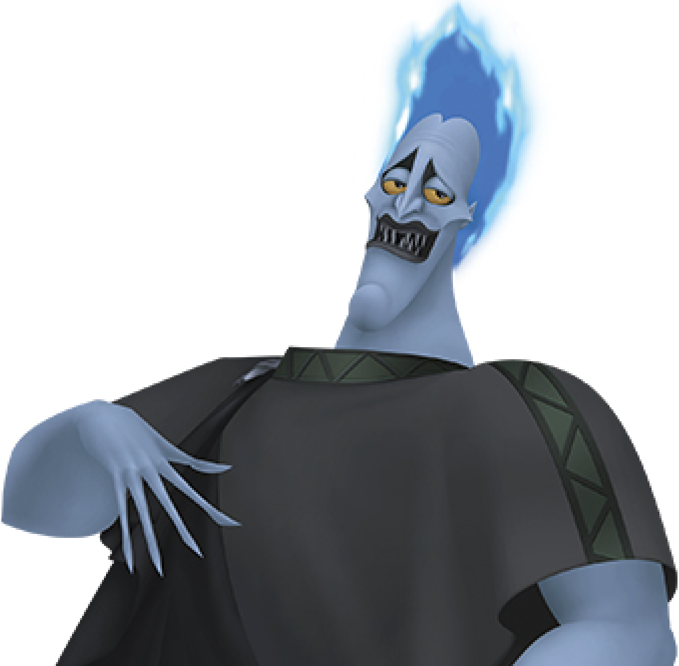
Drops:

Vulnerable to Attack Type:

HP	450 / 750	HP balls	-		Weapon	100
STR	29 / 35	MP balls	-		Fire	1
DEF	23 / 27	Munny balls	-		Blizzard	1
EXP*	700 / 1000				Thunder	1
MP Recovery	44 / 53	1st Item	-	- %	%Attack	4 / 3
		2nd Item	-	- %	Stop	30 / 20
Attack Type:	-	3rd Item	-	- %	Stun	50
					No Type	50

Details Hercules Cup
*If you defeated Hercules before in the Hercules Cup: 100 EXP.

Hades



Area:	Olympus Coliseum

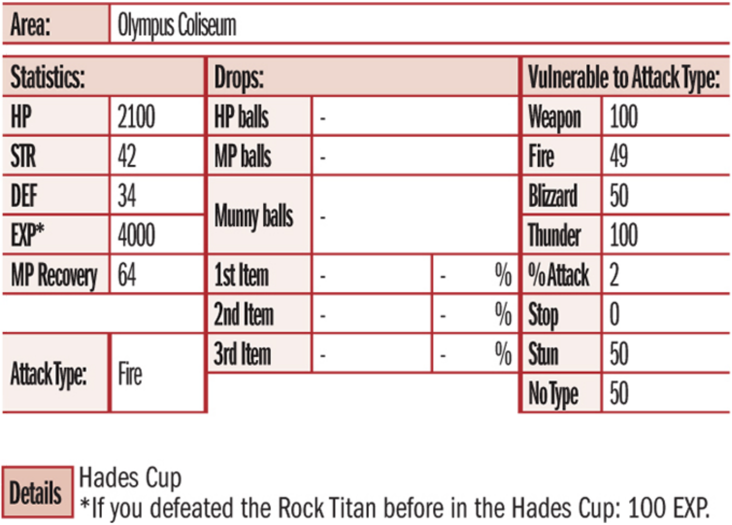
Statistics:	
HP	1800
STR	42
DEF	34
EXP*	3000
MP Recovery	64
Attack Type:	Fire

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	0
Blizzard	100
Thunder	0
%Attack	2
Stop	20
Stun	50
No Type	50

Details Hades Cup
*If you defeated Hades before in the Hades Cup: 100 EXP.

Rock Titan



Area:	Olympus Coliseum

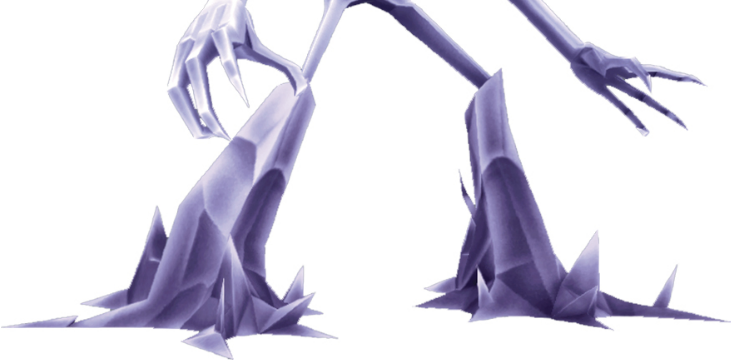
Statistics:	
HP	2100
STR	42
DEF	34
EXP*	4000
MP Recovery	64
Attack Type:	Fire

Drops:		
HP balls	-	
MP balls	-	
Munny balls	-	
1st Item	-	- %
2nd Item	-	- %
3rd Item	-	- %

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	2
Stop	0
Stun	50
No Type	50

Details Hades Cup
*If you defeated the Rock Titan before in the Hades Cup: 100 EXP.

Ice Titan



Area:	Olympus Coliseum

Statistics:	
HP	1500
STR	46
DEF	46
EXP	5000
MP Recovery	70

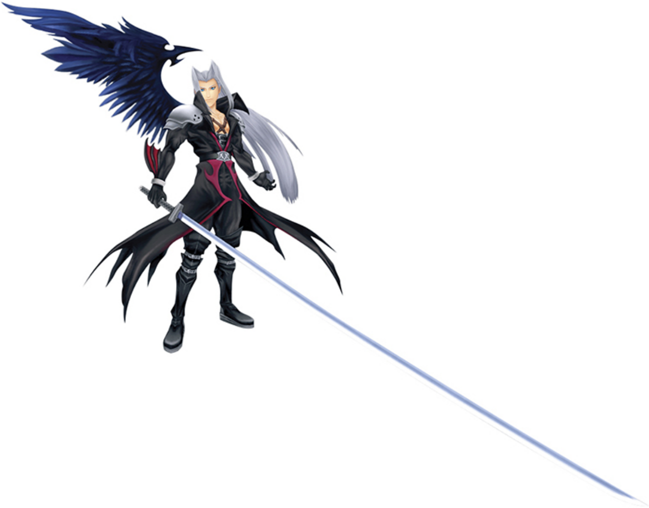
Attack Type:	Blizzard

Drops:		
HP balls	-	
MP balls	-	
Munny balls	-	
1st Item	-	- %
2nd Item	-	- %
3rd Item	-	- %

Vulnerable to Attack Type:	
Weapon	100
Fire	200
Blizzard	0
Thunder	50
% Attack	2
Stop	0
Stun	50
No Type	50

Details -

Sephiroth



Area:	Olympus Coliseum

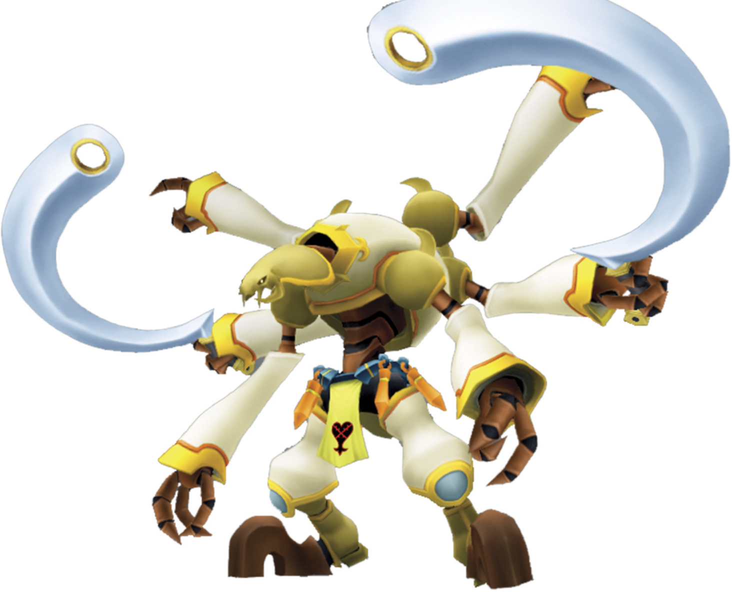
Statistics:	
HP	1800
STR	46
DEF	46
EXP	18000
MP Recovery	70
Attack Type:	Fire, Dark

Drops:		
HP balls	-	
MP balls	-	
Munny balls	-	
1st Item	-	- %
2nd Item	-	- %
3rd Item	-	- %

Vulnerable to Attack Type:	
Weapon	100
Fire	0
Blizzard	0
Thunder	0
% Attack	0
Stop	0
Stun	50
No Type	50

Details -

Kurt Zisa

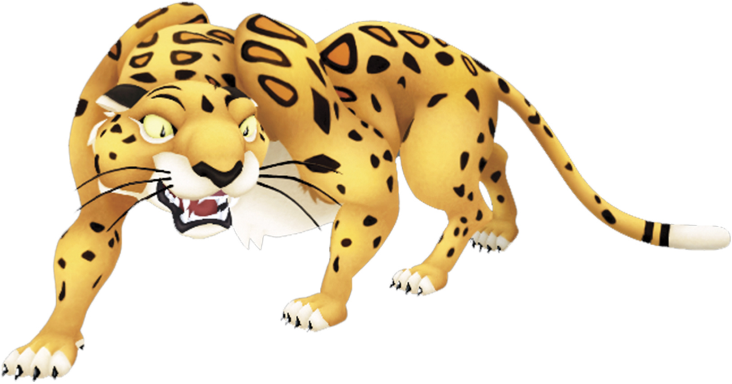


Area:	Agrabah

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	1500	HP balls	-			Weapon	100
STR	42	MP balls	-			Fire	49
DEF	34	Munny balls	-			Blizzard	50
EXP	20000					Thunder	100
MP Recovery	64	1st Item	-	-	%	% Attack	2
		2nd Item	-	-	%	Stop	0
Attack Type:	Fire, Thunder	3rd Item	-	-	%	Stun	50
						No Type	50

Details -

Sabor



Area:	Deep Jungle

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	90	**HP balls**	-			**Weapon**	100
STR	12	**MP balls**	-			**Fire**	49
DEF	11	**Munny balls**	-			**Blizzard**	50
EXP	15					**Thunder**	100
MP Recovery	16	**1st Item**	-	-	%	**% Attack**	4
		2nd Item	-	-	%	**Stop**	30
Attack Type:	-	**3rd Item**	-	-	%	**Stun**	50
						No Type	50

Details -

Area:	Deep Jungle

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	180	HP balls	-			Weapon	100
STR	12	MP balls	-			Fire	49
DEF	11	Munny balls	-			Blizzard	50
EXP	150					Thunder	100
MP Recovery	16	1st Item	White Fang	100	%	% Attack	4
		2nd Item	-	-	%	Stop	30
Attack Type:	-	3rd Item	-	-	%	Stun	50
						No Type	50

Details During the final battle in Deep Jungle.

Clayton

Area:	Deep Jungle

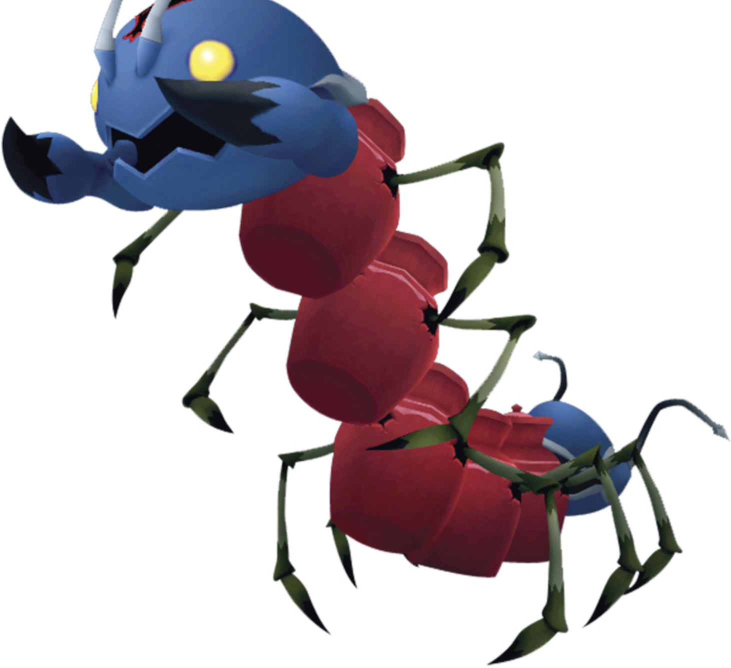
Statistics:	
HP	250
STR	12
DEF	11
EXP	240
MP Recovery	20
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	0
Stun	50
No Type	50

Details -

Pot Centipede



Area:	Agrabah

Statistics:	
HP	600
STR	18
DEF	15
EXP	250
MP Recovery	25
Attack Type:	Thunder

Drops:			
HP balls*	Small x5		
MP balls	-		
Munny balls	-		
1st Item	Ray of Light	100	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	30
Stun	50
No Type	50

Details *When the body disintegrates.

Stealth Sneak

Area:	Deep Jungle

Statistics:	
HP	750
STR	12
DEF	11
EXP	30
MP Recovery	20
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	Mega-Potion	100	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	0
Stun	50
No Type	50

Details -

Area:	Olympus Coliseum

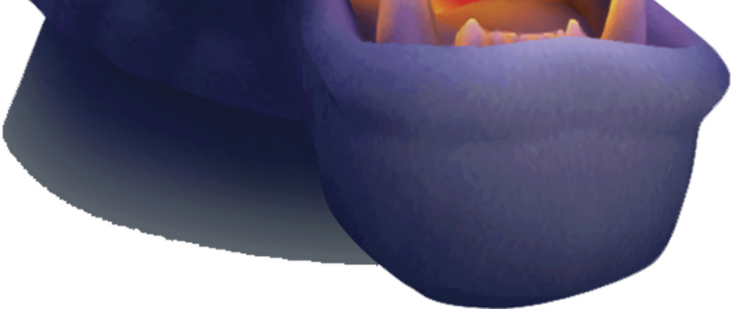
Statistics:	
HP	600
STR	40
DEF	30
EXP	300
MP Recovery	53
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
%Attack	3
Stop	0
Stun	50
No Type	50

Details -

Tiger Head

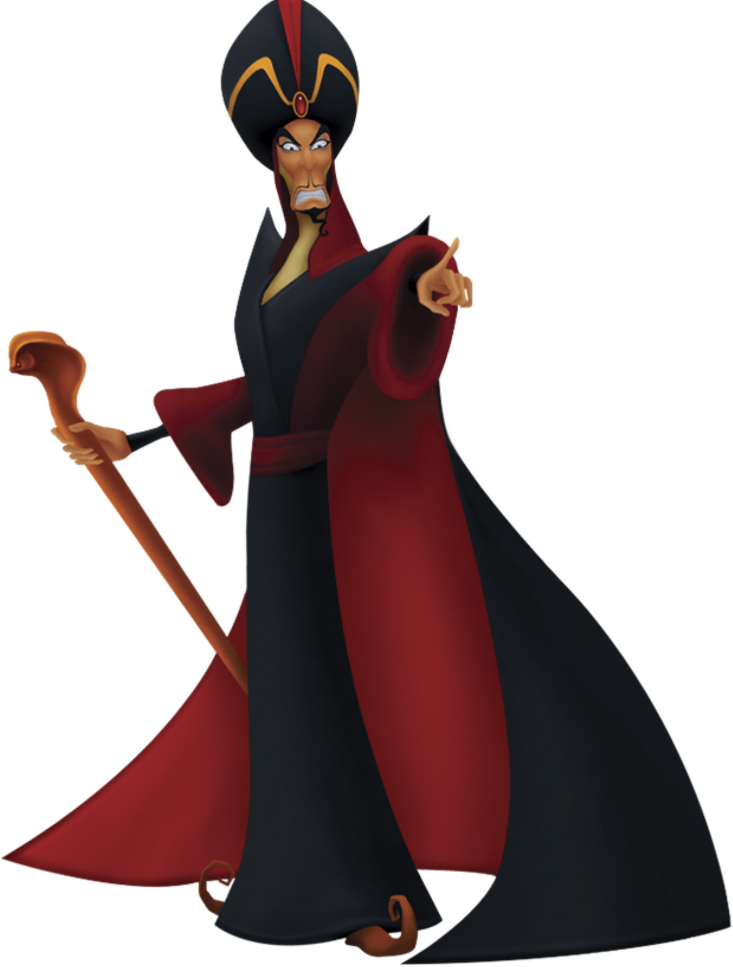


Area:	Agrabah

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	380	HP balls	-			Weapon	100
STR	18	MP balls	-			Fire	49
DEF	15	Munny balls	-			Blizzard	50
EXP	400					Thunder	100
MP Recovery	26	1st Item	-	-	%	% Attack	4
		2nd Item	-	-	%	Stop	30
Attack Type:	Fire, Dark	3rd Item	-	-	%	Stun	50
						No Type	50

Details -

Jafar

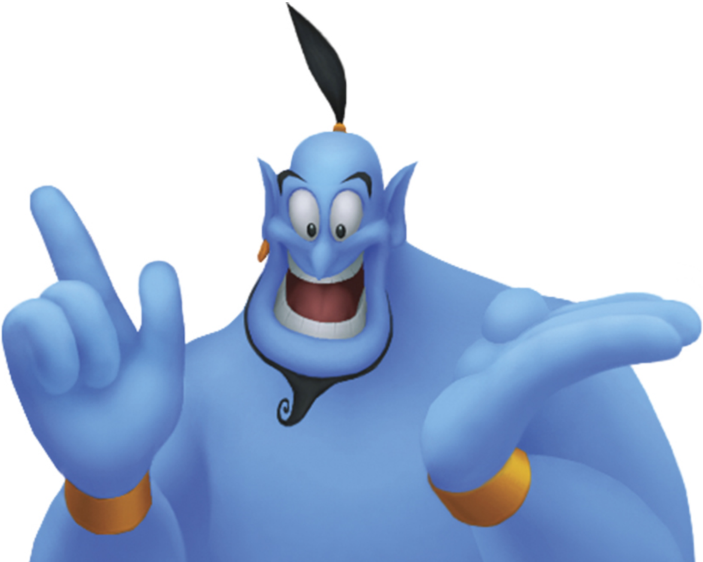


Area:	Agrabah

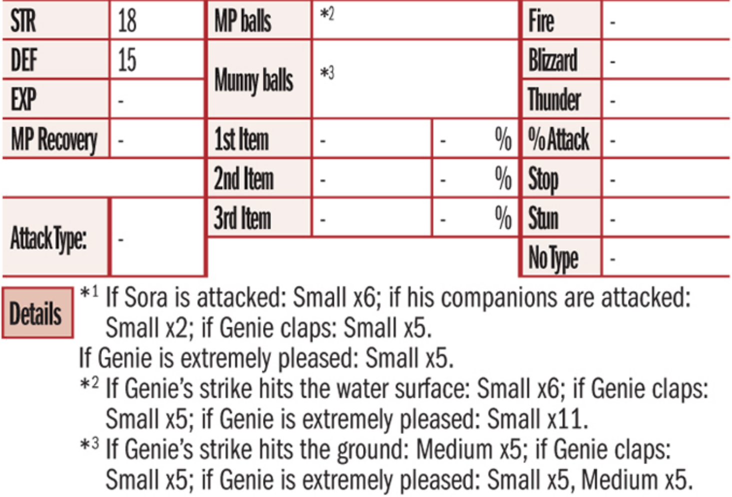
Statistics:		Drops:			Vulnerable to Attack Type:	
HP	500	HP balls	-		Weapon	100
STR	18	MP balls	-		Fire	49
DEF	15	Munny balls	-		Blizzard	50
EXP	600				Thunder	100
MP Recovery	27	1st Item	-	- %	% Attack	4
Attack Type:	Fire, Blizzard, Thunder	2nd Item	-	- %	Stop	30
		3rd Item	-	- %	Stun	50
					No Type	50

Details -

Genie



Area:	Agrabah				
Statistics:		**Drops:**		**Vulnerable to Attack Type:**	
HP	-	**HP balls**	*1	**Weapon**	-



STR	18	MP balls	*2			Fire	-
DEF	15	Munny balls	*3			Blizzard	-
EXP	-					Thunder	-
MP Recovery	-	1st Item	-	-	%	%Attack	-
		2nd Item	-	-	%	Stop	-
Attack Type:	-	3rd Item	-	-	%	Stun	-
						No Type	-

Details

*1 If Sora is attacked: Small x6; if his companions are attacked: Small x2; if Genie claps: Small x5.
If Genie is extremely pleased: Small x5.
*2 If Genie's strike hits the water surface: Small x6; if Genie claps: Small x5; if Genie is extremely pleased: Small x11.
*3 If Genie's strike hits the ground: Medium x5; if Genie claps: Small x5; if Genie is extremely pleased: Small x5, Medium x5.

Jafar-Genie

Area:	Agrabah

Statistics:	
HP	750
STR	18
DEF	15
EXP	730
MP Recovery	29
Attack Type:	Fire, Thunder

Drops:		
HP balls *2	Small x5, Large x1	
MP balls *3	Small x5, Large x1	
Munny balls	-	
1st Item	-	- %
2nd Item	-	- %
3rd Item	-	- %

Vulnerable to Attack Type: *[1]	
Weapon	100
Fire	0
Blizzard	50
Thunder	0
% Attack	4
Stop	30
Stun	50
No Type	50

Details The lamp (carried by Iago), and Jafar-Genie share HP, but you can only inflict damage by attacking the lamp.

*[1] The lamp is vulnerable to the different attack types as follows: 1 for Weapon, Stun, and No Type, and 0 for all others.

*[2] If the last attack of a combo hits the lamp while Iago is resting, you will receive the number of HP balls indicated.

*[3] If the last attack of a combo hits the lamp while Iago is resting for a second time, you will receive the number of MP balls indicated.

You receive Ansem's Report 1 following your victory.

Parasite Cage

Area:	Monstro

1st BATTLE

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	450 / 750	HP balls *1	Small x2, Large x1			Weapon	100
STR	21 / 35	MP balls *2	Small x10			Fire	49
DEF	17 / 27	Munny balls	-			Blizzard	50
EXP	500 / 800					Thunder	100
MP Recovery	30 / 51	1st Item	-	-	%	% Attack	4 / 3
		2nd Item	-	-	%	Stop	30 /20
Attack Type:	Dark	3rd Item	-	-	%	Stun	50
						No Type	50

Details

*1 Attack its abdomen with a weapon when Parasite Cage is stunned.
*2 Attack its abdomen with something other than a weapon when Parasite Cage is stunned to receive MP ball Small x3.

Area:	Monstro

2nd BATTLE

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	900 / 1500	HP balls [*1]	Small x2, Large x1			Weapon	100
STR	21 / 35	MP balls [*2]	Small x10			Fire	49
DEF	17 / 27	Munny balls	-			Blizzard	50
EXP	1000 / 2000					Thunder	100
MP Recovery	32 / 53	1st Item	-	-	%	% Attack	4 / 3
		2nd Item	-	-	%	Stop	30 / 20
Attack Type:	Dark	3rd Item	-	-	%	Stun	50
						No Type	50

Details

[*1] Attack the inside of its mouth with a weapon when Parasite Cage is stunned.

[*2] Attack the inside of its mouth with something other than a weapon when Parasite Cage is stunned to receive MP ball Small x3.

Shark

Area:	Atlantica

Statistics:	
HP	200 / 300
STR	22 / 35
DEF	19 / 27
EXP	100 / 500
MP Recovery	32 / 49
Attack Type:	-

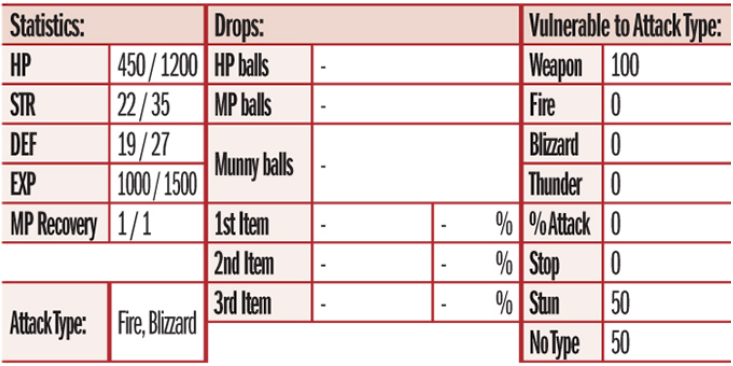
Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	Hi-Potion	100	%
2nd Item	Ether	80	%
3rd Item	Mega-Potion	30	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4 / 3
Stop	30 / 20
Stun	50
No Type	50

Details -

Ursula (1st Battle)

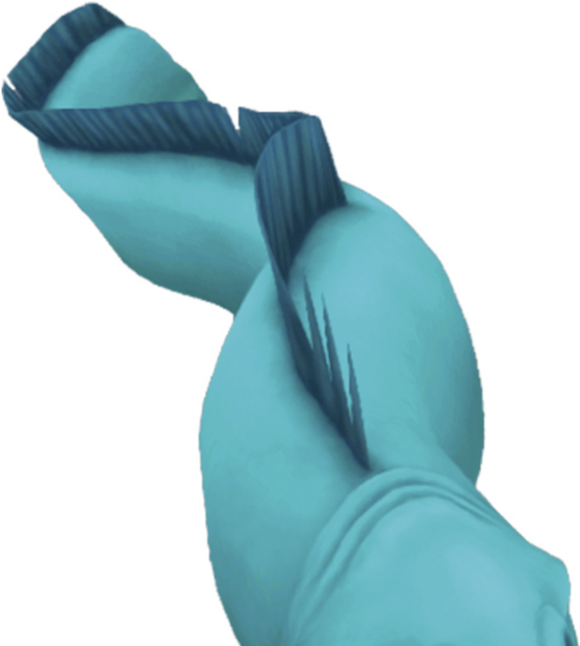
Area:	Atlantica



Statistics:		Drops:				Vulnerable to Attack Type:	
HP	450 / 1200	HP balls	-			Weapon	100
STR	22 / 35	MP balls	-			Fire	0
DEF	19 / 27	Munny balls	-			Blizzard	0
EXP	1000 / 1500					Thunder	0
MP Recovery	1 / 1	1st Item	-	-	%	% Attack	0
		2nd Item	-	-	%	Stop	0
Attack Type:	Fire, Blizzard	3rd Item	-	-	%	Stun	50
						No Type	50

Details -

Jetsam



Area:	Atlantica

Statistics:	
HP	60 / 120
STR	22 / 35
DEF	19 / 27
EXP	150 / 500
MP Recovery	100 / 100
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100
Stop	100
Stun	100
No Type	100

Details -

Flotsam

Area:	Atlantica

Statistics:	
HP	60 / 120
STR	22 / 35
DEF	19 / 27
EXP	150 / 500
MP Recovery	100 / 100
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100
Stop	100
Stun	100
No Type	100

Details -

Ursula (2nd Battle)

Area:	Atlantica

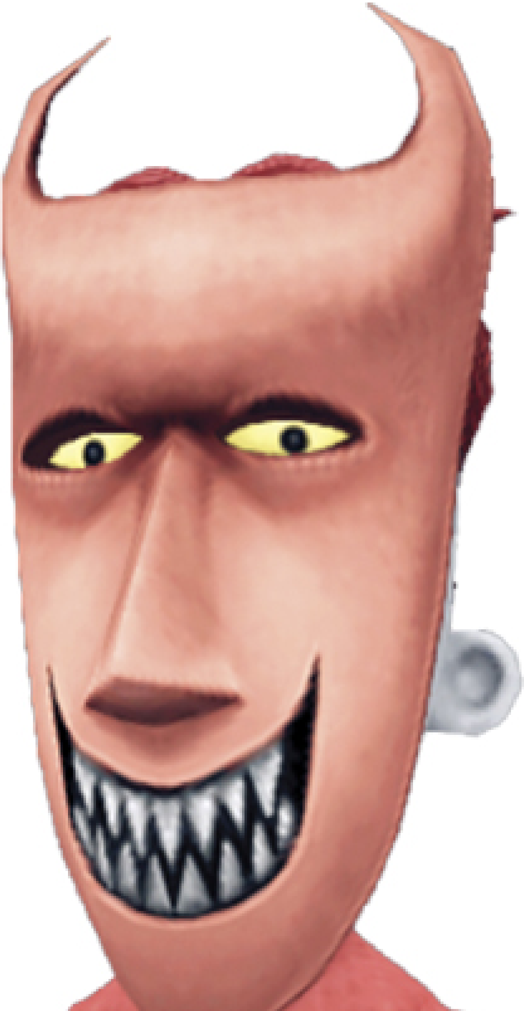
Statistics:	
HP	900 / 1200
STR	22 / 35
DEF	19 / 27
EXP	1500 / 2000
MP Recovery	36 / 53
Attack Type:	Blizzard, Thunder

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4 / 3
Stop	30 / 20
Stun	50
No Type	50

Details -

Lock



Area:	Halloween Town

Statistics:	
HP	150 / 400
STR	24 / 35
DEF	20 / 27
EXP *1	180 / 600
MP Recovery	36 / 49

Drops:			
HP balls *2	Large x1		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4/ 3
Stop	30 / 20
Stun	50
No Type	50

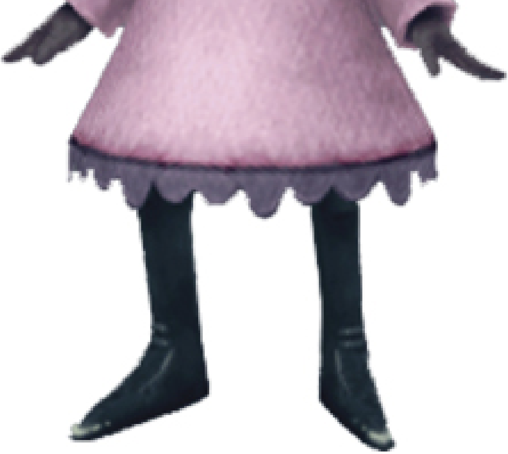
Attack Type:	-

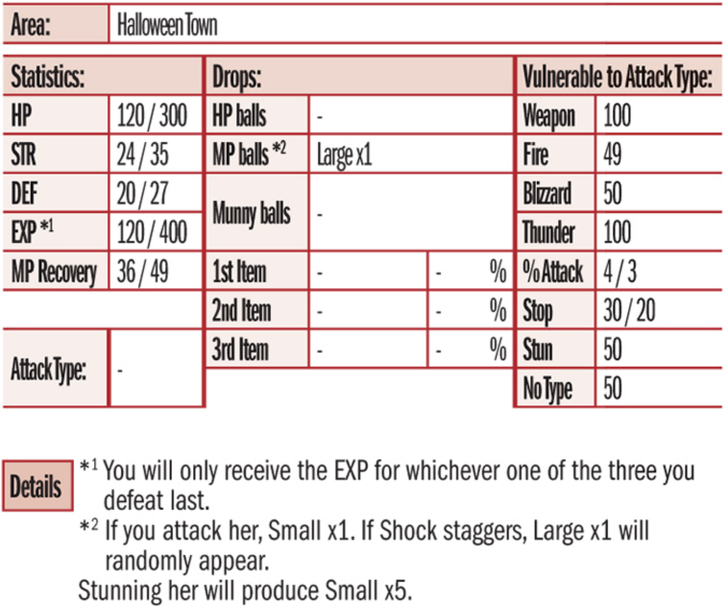
Details

*1 You will only receive the EXP for whichever one of the three you defeat last.

*2 If you attack him, Small x1. Stunning him will produce Small x5.

Shock





Area:	Halloween Town

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	120 / 300	HP balls	-			Weapon	100
STR	24 / 35	MP balls *2	Large x1			Fire	49
DEF	20 / 27	Munny balls	-			Blizzard	50
EXP *1	120 / 400					Thunder	100
MP Recovery	36 / 49	1st Item	-	-	%	%Attack	4 / 3
		2nd Item	-	-	%	Stop	30 / 20
Attack Type:	-	3rd Item	-	-	%	Stun	50
						No Type	50

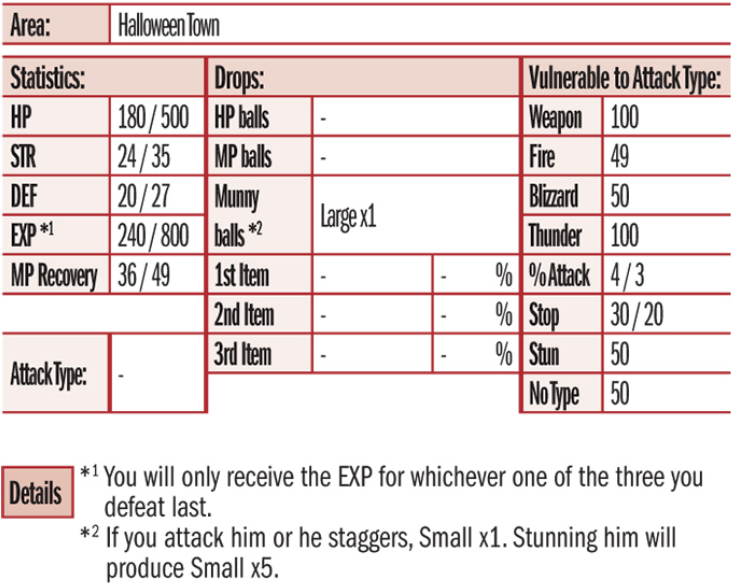
Details

*1 You will only receive the EXP for whichever one of the three you defeat last.

*2 If you attack her, Small x1. If Shock staggers, Large x1 will randomly appear.

Stunning her will produce Small x5.

Barrel



Area:	Halloween Town

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	180 / 500	HP balls	-		Weapon	100
STR	24 / 35	MP balls	-		Fire	49
DEF	20 / 27	Munny balls *2	Large x1		Blizzard	50
EXP *1	240 / 800				Thunder	100
MP Recovery	36 / 49	1st Item	-	- %	% Attack	4 / 3
		2nd Item	-	- %	Stop	30 / 20
Attack Type:	-	3rd Item	-	- %	Stun	50
					No Type	50

Details

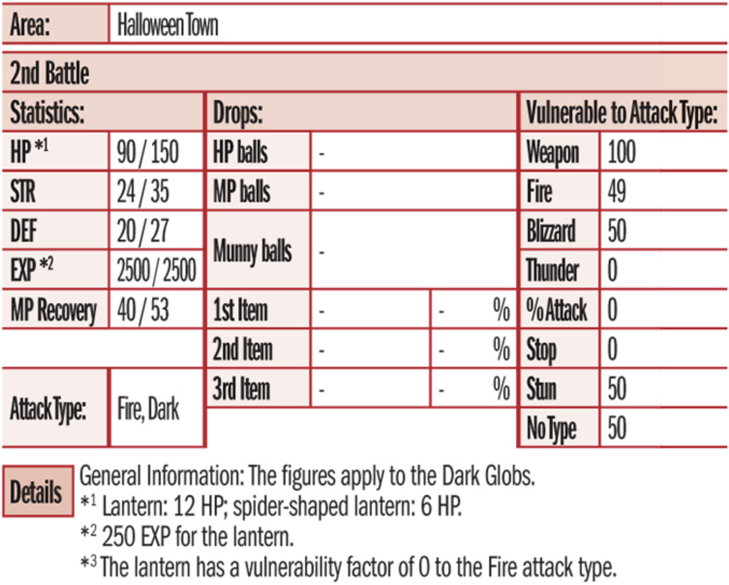
*1 You will only receive the EXP for whichever one of the three you defeat last.

*2 If you attack him or he staggers, Small x1. Stunning him will produce Small x5.

Oogie Boogie

Area:	Halloween Town						
1st Battle							
Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	450 / 800	**HP balls**	-			**Weapon**	150
STR	24 / 35	**MP balls**	-			**Fire**	25
DEF	20 / 27	**Munny balls**	-			**Blizzard**	25
EXP	2500 / 2500					**Thunder**	50
MP Recovery	38 / 51	**1st Item**	Holy Circlet	100	%	**% Attack**	2
		2nd Item	-	-	%	**Stop**	0
Attack Type:	Fire	**3rd Item**	-	-	%	**Stun**	50
						No Type	50

Details You receive Ansem's Report 7 after battle, before rescuing Kairi.



Area:	Halloween Town					
2nd Battle						
Statistics:		Drops:			Vulnerable to Attack Type:	
HP *[1]	90 / 150	HP balls	-		Weapon	100
STR	24 / 35	MP balls	-		Fire	49
DEF	20 / 27	Munny balls	-		Blizzard	50
EXP *[2]	2500 / 2500				Thunder	0
MP Recovery	40 / 53	1st Item	-	- %	% Attack	0
		2nd Item	-	- %	Stop	0
Attack Type:	Fire, Dark	3rd Item	-	- %	Stun	50
					No Type	50

Details

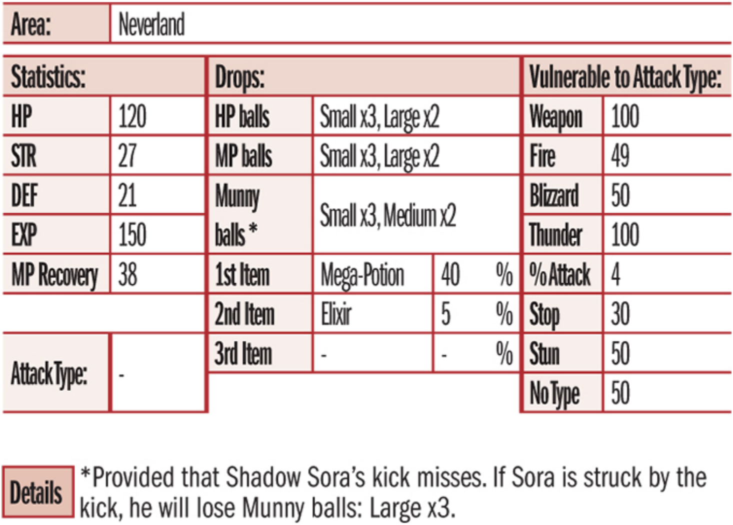
General Information: The figures apply to the Dark Globs.

*[1] Lantern: 12 HP; spider-shaped lantern: 6 HP.

*[2] 250 EXP for the lantern.

*[3] The lantern has a vulnerability factor of 0 to the Fire attack type.

Shadow Sora



Area:	Neverland

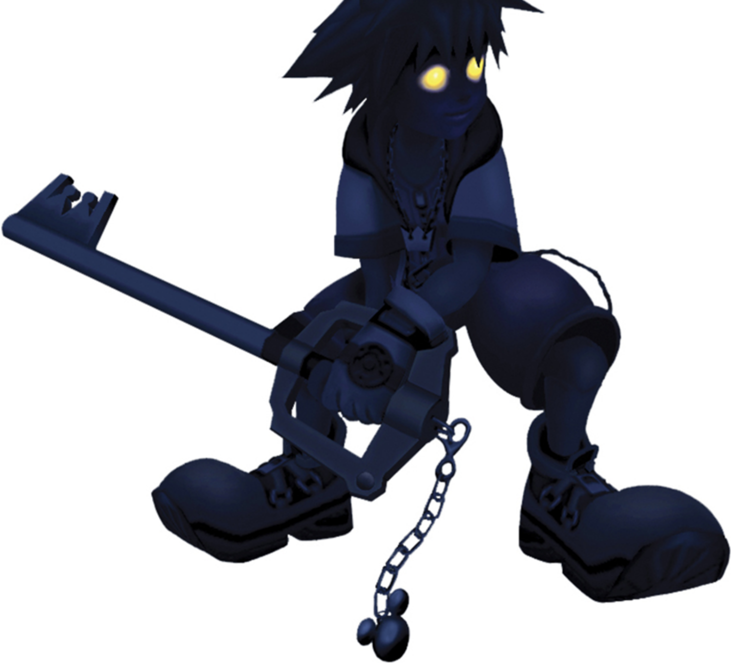
Statistics:	
HP	120
STR	27
DEF	21
EXP	150
MP Recovery	38
Attack Type:	-

Drops:			
HP balls	Small x3, Large x2		
MP balls	Small x3, Large x2		
Munny balls *	Small x3, Medium x2		
1st Item	Mega-Potion	40	%
2nd Item	Elixir	5	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	30
Stun	50
No Type	50

Details *Provided that Shadow Sora's kick misses. If Sora is struck by the kick, he will lose Munny balls: Large x3.

Anti Sora



Area:	Neverland

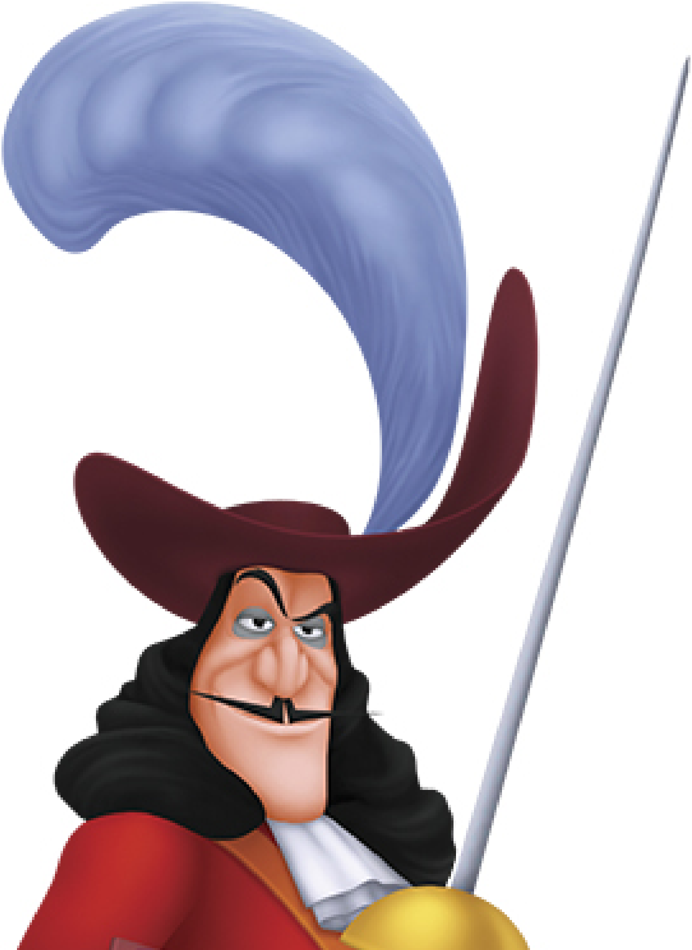
Statistics:	
HP*	750
STR	27
DEF	21
EXP*	2000
MP Recovery	40
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	Raven's Claw	100	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	30
Stun	50
No Type	50

Details *Each mirror image has 1 HP and 0 EXP.

Captain Hook

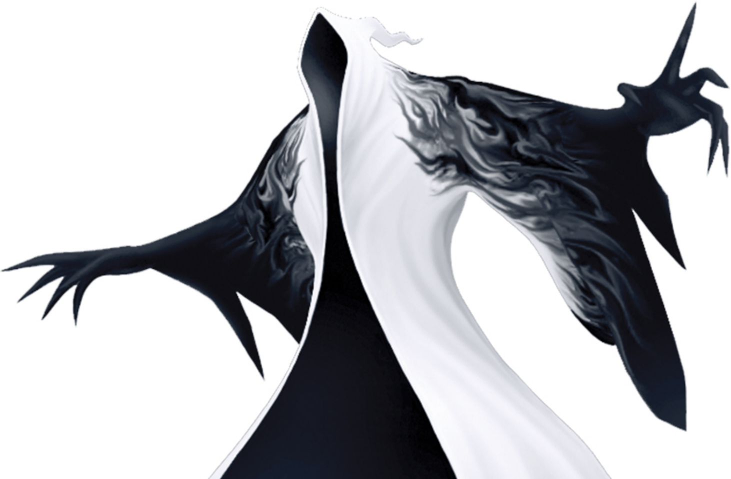


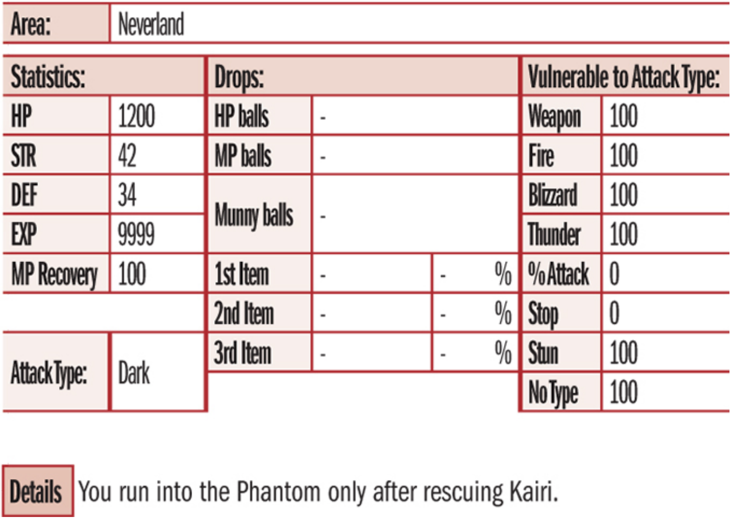
Area:	Neverland

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	900	HP balls	-			Weapon	100
STR	27	MP balls	-			Fire	49
DEF	21	Munny balls	-			Blizzard	50
EXP	3400					Thunder	100
MP Recovery	42	1st Item	-	-	%	% Attack	4
		2nd Item	-	-	%	Stop	30
Attack Type:	Fire	3rd Item	-	-	%	Stun	25
						No Type	50

Details You receive Ansem's Report 9 after battle.

Phantom





Area:	Neverland					
Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	1200	HP balls	-		Weapon	100
STR	42	MP balls	-		Fire	100
DEF	34	Munny balls	-		Blizzard	100
EXP	9999				Thunder	100
MP Recovery	100	1st Item	-	- %	%Attack	0
		2nd Item	-	- %	Stop	0
Attack Type:	Dark	3rd Item	-	- %	Stun	100
					No Type	100

Details You run into the Phantom only after rescuing Kairi.

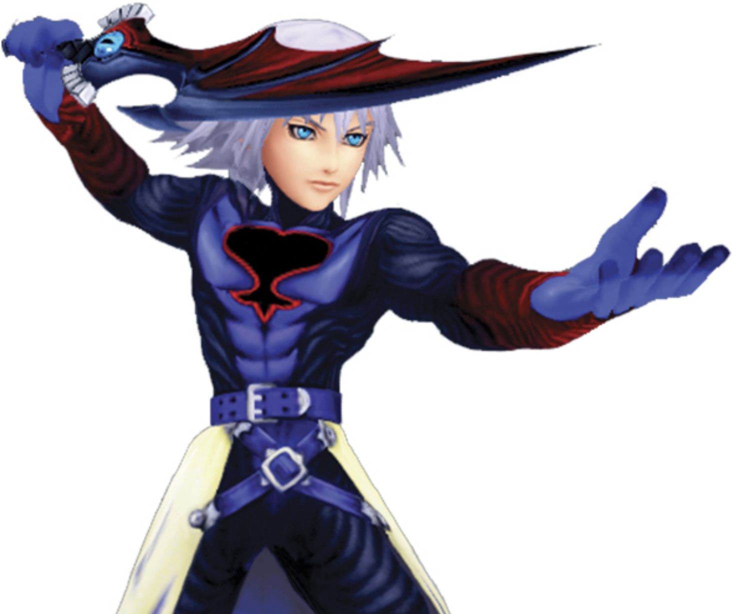
Maleficent

Area:	Hollow Bastion

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	900	HP balls	-		Weapon	100
STR	31	MP balls	-		Fire	49
DEF	24	Munny balls	-		Blizzard	50
EXP	6000				Thunder	100
MP Recovery	47	1st Item	-	- %	% Attack	2
		2nd Item	-	- %	Stop	20
Attack Type:	Thunder, Dark	3rd Item	-	- %	Stun	50
					No Type	50

Details You receive Ansem's Report 5 after battle.

Riku (Sword)



Area:	Hollow Bastion

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	500	HP balls	-		Weapon	100
STR	31	MP balls	-		Fire	0
DEF	24	Munny balls	-		Blizzard	0
EXP	2000				Thunder	0
MP Recovery	45	1st Item	-	- %	%Attack	0
		2nd Item	-	- %	Stop	0
Attack Type:	-	3rd Item	-	- %	Stun	50
					No Type	50

Details -

Riku (Keyblade)

Area:	Hollow Bastion

Statistics:	
HP	900
STR	31
DEF	24
EXP	8500
MP Recovery	49

Attack Type:	Dark

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	0
Blizzard	0
Thunder	0
% Attack	0
Stop	0
Stun	50
No Type	50

Details -

Dragon

Area:	Hollow Bastion

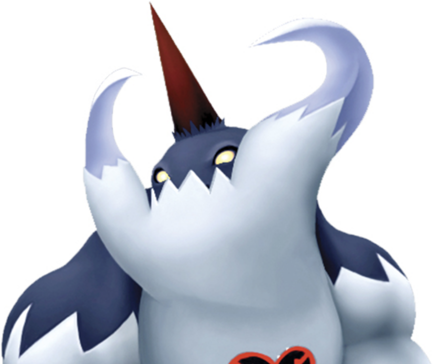
Statistics:	
HP	1200
STR	31
DEF	24
EXP	6000
MP Recovery	48
Attack Type:	Fire

Drops:		
HP balls	-	
MP balls	-	
Munny balls	-	
1st Item	-	- %
2nd Item	-	- %
3rd Item	-	- %

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	4
Stop	30
Stun	50
No Type	50

Details -

Behemoth



Area:	Olympus Coliseum

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	1500	**HP balls**	-		**Weapon**	100
STR	42	**MP balls**	-		**Fire**	0
DEF	34	**Munny balls**	-		**Blizzard**	0
EXP	600				**Thunder**	0
MP Recovery	57	**1st Item**	-	- %	**% Attack**	3
		2nd Item	-	- %	**Stop**	0
Attack Type:	Dark	**3rd Item**	-	- %	**Stun**	50
					No Type	50

Details -

Area:	Hollow Bastion

Statistics:	**Drops:**	**Vulnerable to Attack Type:**

HP	1350	HP balls	-		Weapon	100
STR	35	MP balls	-		Fire	0
DEF	27	Munny balls	-		Blizzard	0
EXP	16000				Thunder	0
MP Recovery	57	1st Item	Omega Arts	100 %	%Attack	3
		2nd Item	-	- %	Stop	0
Attack Type:	Dark	3rd Item	-	- %	Stun	50
					No Type	50

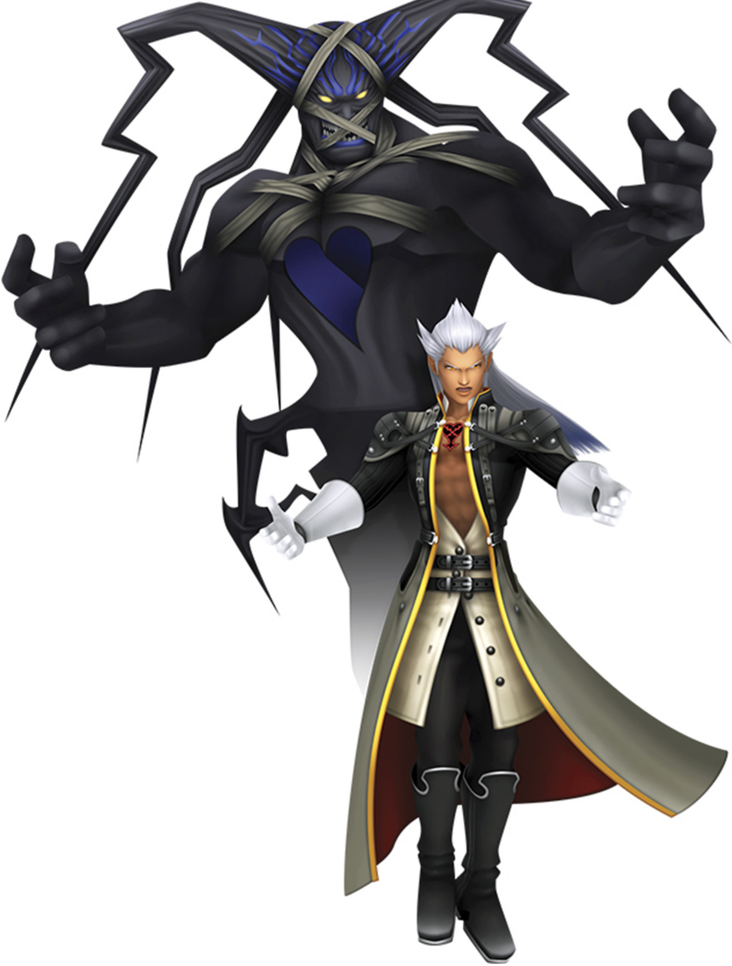
Details -

Area:	End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	1050	HP balls	Small x10, Large x5		Weapon	100
STR	40	MP balls	Small x10, Large x5		Fire	0
DEF	30	Munny balls	Small x10, Large x5		Blizzard	0
EXP	450				Thunder	0
MP Recovery	57	1st Item	Mythril Shard	20 %	%Attack	10
		2nd Item	Mythril	20 %	Stop	0
Attack Type:	Dark	3rd Item	Orichalcum	20 %	Stun	50
					No Type	50

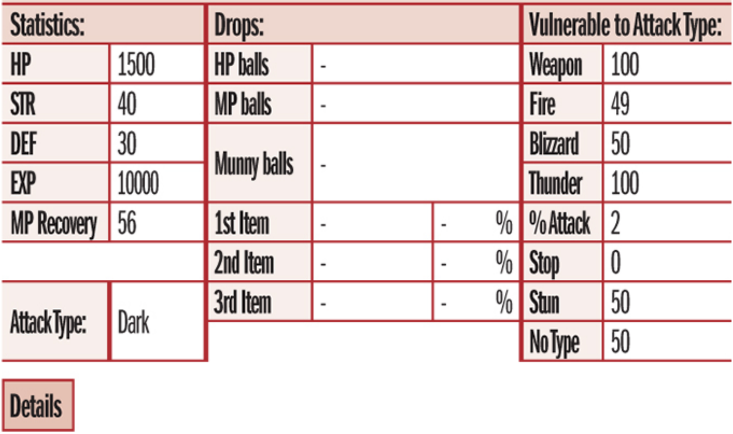
Details -

Ansem



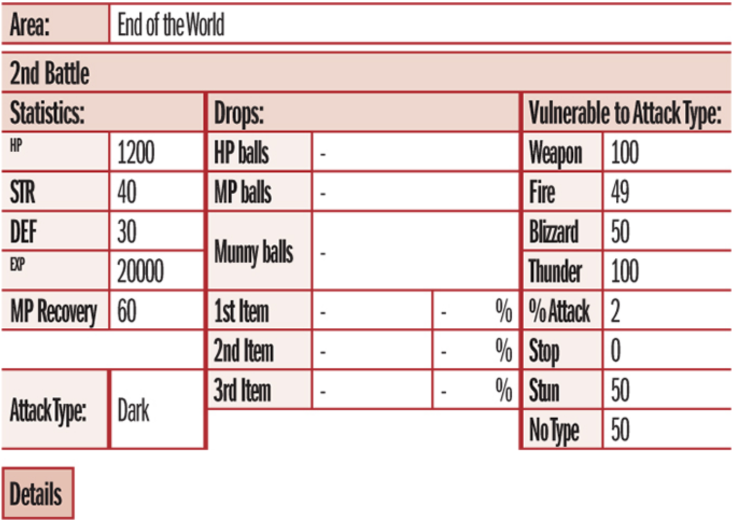
Area:	End of the World

1st Battle



Statistics:		Drops:			Vulnerable to Attack Type:	
HP	1500	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP	10000				Thunder	100
MP Recovery	56	1st Item	-	- %	% Attack	2
		2nd Item	-	- %	Stop	0
Attack Type:	Dark	3rd Item	-	- %	Stun	50
					No Type	50

Details



Area:	End of the World

2nd Battle						
Statistics:		Drops:			Vulnerable to Attack Type:	
HP	1200	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP	20000				Thunder	100
MP Recovery	60	1st Item	-	- %	% Attack	2
		2nd Item	-	- %	Stop	0
Attack Type:	Dark	3rd Item	-	- %	Stun	50
					No Type	50

Details

Chernabog

Area:	End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	1500	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP	15000				Thunder	25
MP Recovery	58	1st Item	-	- %	% Attack	1
		2nd Item	-	- %	Stop	10
Attack Type:	Fire	3rd Item	-	- %	Stun	50
					No Type	50

Details -

World of Chaos

Area:	End of the World

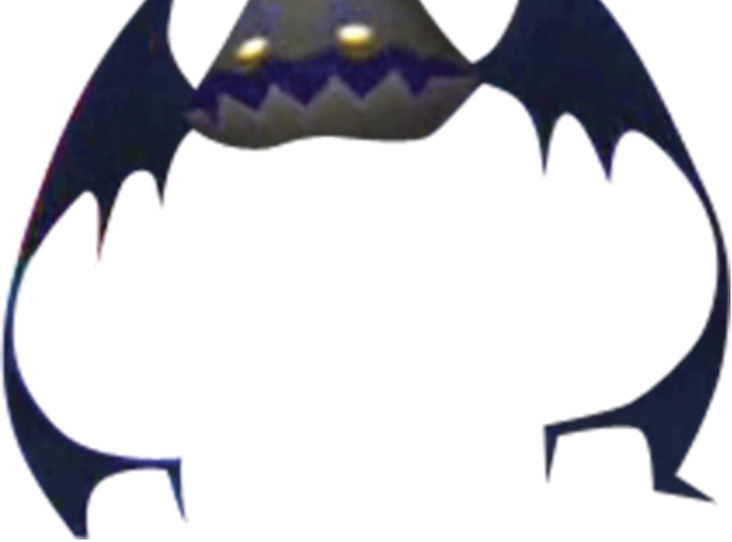
Statistics:	
HP	1500
STR	40
DEF	30
EXP	20000
MP Recovery	64
Attack Type:	Fire, Dark

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	49
Blizzard	50
Thunder	100
% Attack	2
Stop	0
Stun	50
No Type	50

Details -

Bit Sniper



Area:	End of the World

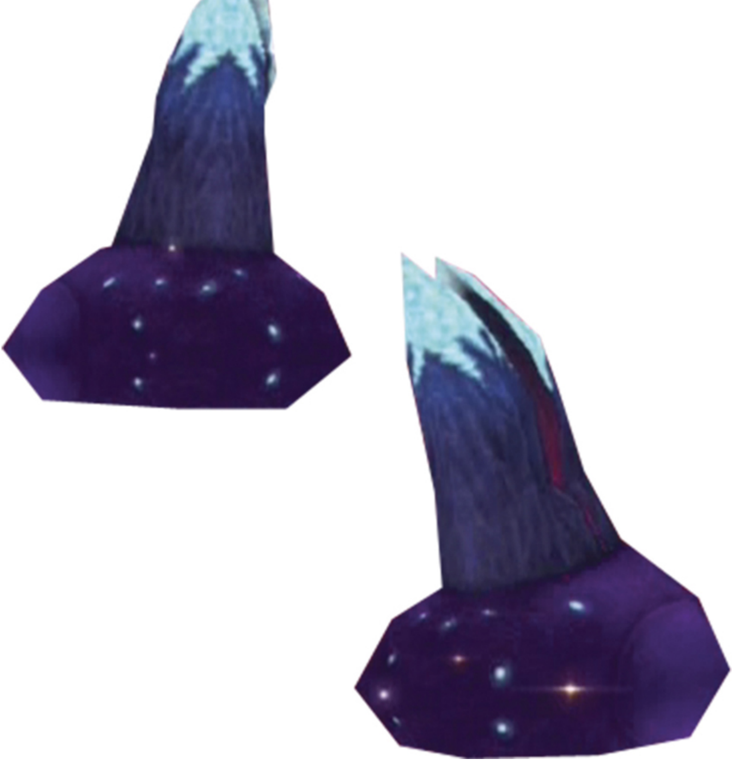
Statistics:	
HP	120
STR	40
DEF	30
EXP	120
MP Recovery	56
Attack Type:	-

Drops:		
HP balls	Large x3	
MP balls	-	
Munny balls	-	
1st Item	-	- %
2nd Item	-	- %
3rd Item	-	- %

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	80
Stop	60
Stun	100
No Type	100

Details -

Cannon (Small)



Area:	End of the World

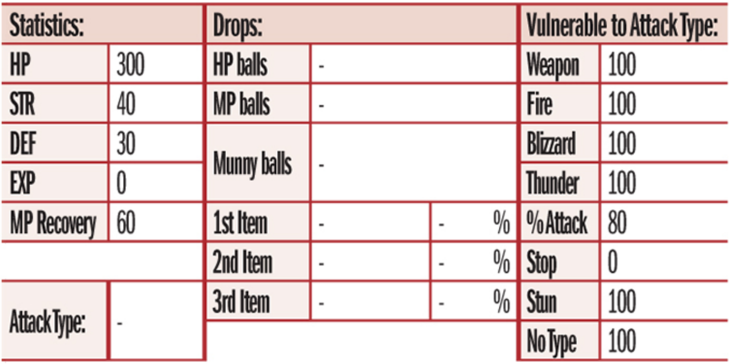
Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	120	**HP balls**	Small x5			**Weapon**	100
STR	40	**MP balls**	-			**Fire**	100
DEF	30	**Munny balls**	-			**Blizzard**	100
EXP	90					**Thunder**	100
MP Recovery	56	**1st Item**	Mega-Potion	5	%	**% Attack**	80

		2nd Item	-	- %	Stop	60
Attack Type:	Blizzard	3rd Item	-	- %	Stun	100
					No Type	100

Details -

Main Core

Area:	End of the World



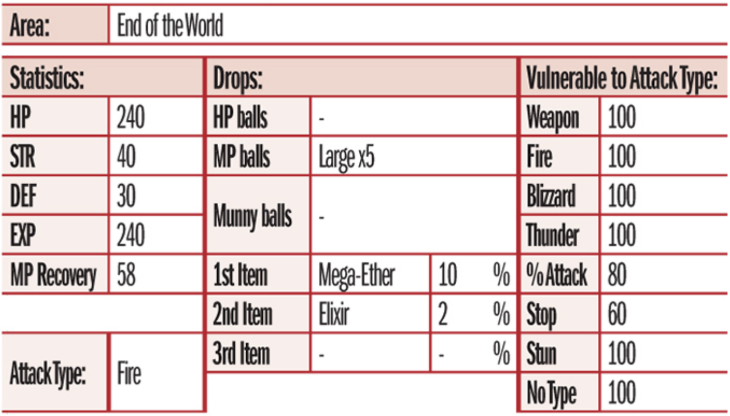
Statistics:	
HP	300
STR	40
DEF	30
EXP	0
MP Recovery	60
Attack Type:	-

Drops:			
HP balls	-		
MP balls	-		
Munny balls	-		
1st Item	-	-	%
2nd Item	-	-	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	80
Stop	0
Stun	100
No Type	100

Details -

Cannon (Large)



Area:	End of the World

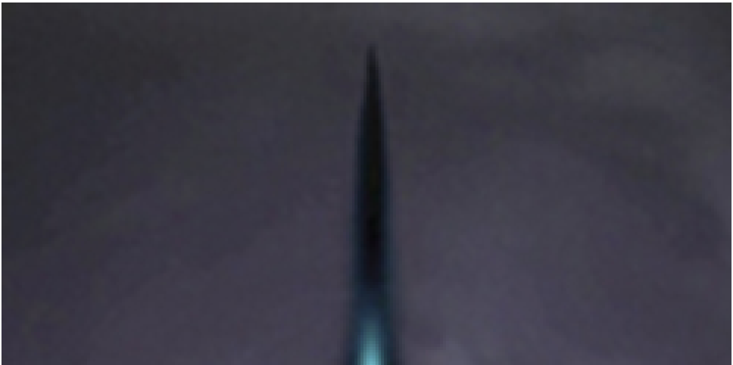
Statistics:	
HP	240
STR	40
DEF	30
EXP	240
MP Recovery	58
Attack Type:	Fire

Drops:			
HP balls	-		
MP balls	Large x5		
Munny balls	-		
1st Item	Mega-Ether	10	%
2nd Item	Elixir	2	%
3rd Item	-	-	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	80
Stop	60
Stun	100
No Type	100

Details -

Room Core

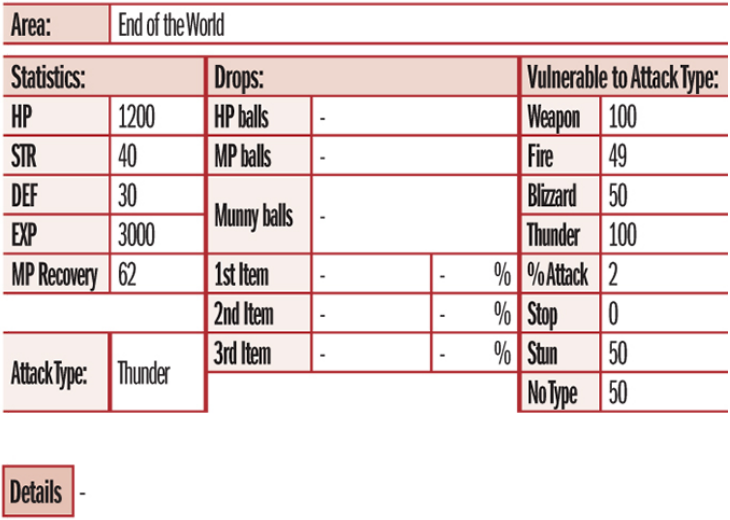


Area:	End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	30	HP balls	-			Weapon	100
STR	40	MP balls	-			Fire	100
DEF	30	Munny balls	-			Blizzard	100
EXP	0					Thunder	100
MP Recovery	58	1st Item	-	-	%	% Attack	80
		2nd Item	-	-	%	Stop	0
Attack Type:	-	3rd Item	-	-	%	Stun	100
						No Type	100

Details -

Face



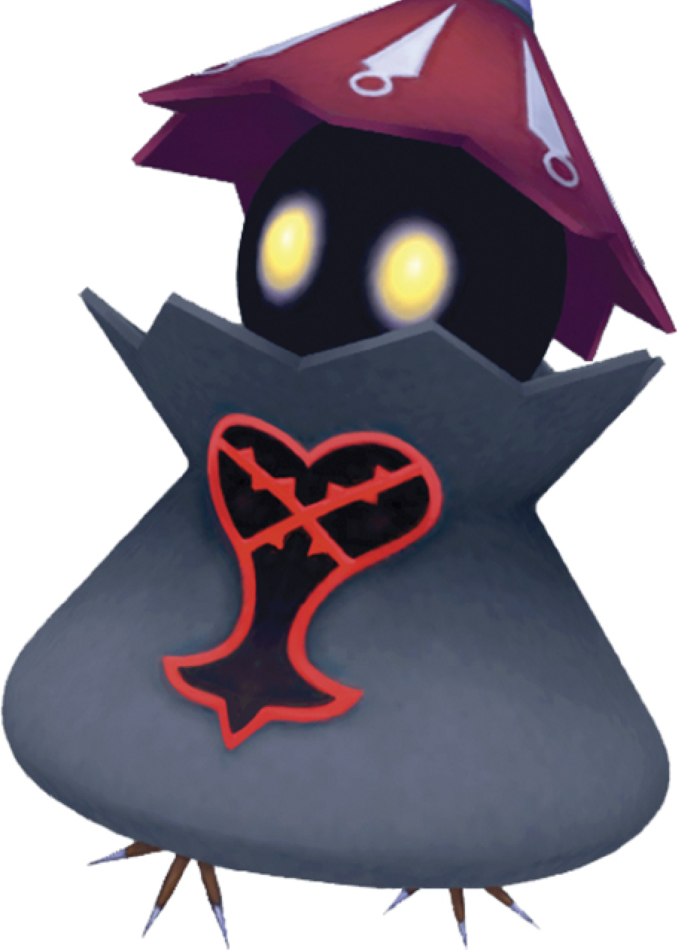
Area:	End of the World

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	1200	HP balls	-		Weapon	100
STR	40	MP balls	-		Fire	49
DEF	30	Munny balls	-		Blizzard	50
EXP	3000				Thunder	100
MP Recovery	62	1st Item	-	- %	%Attack	2
		2nd Item	-	- %	Stop	0
Attack Type:	Thunder	3rd Item	-	- %	Stun	50
					No Type	50

Details -

Secret Opponents

Black Ballade



Area:	Deep Jungle

Statistics:	
HP	80
STR	12
DEF	11
EXP	20
MP Recovery	17
Attack Type:	

Drops:		
HP Balls	N/A	
MP Balls	N/A	
Munny Balls	N/A	
1st Item*[1]	Special	%
2nd Item	N/A	%
3rd Item	N/A	%

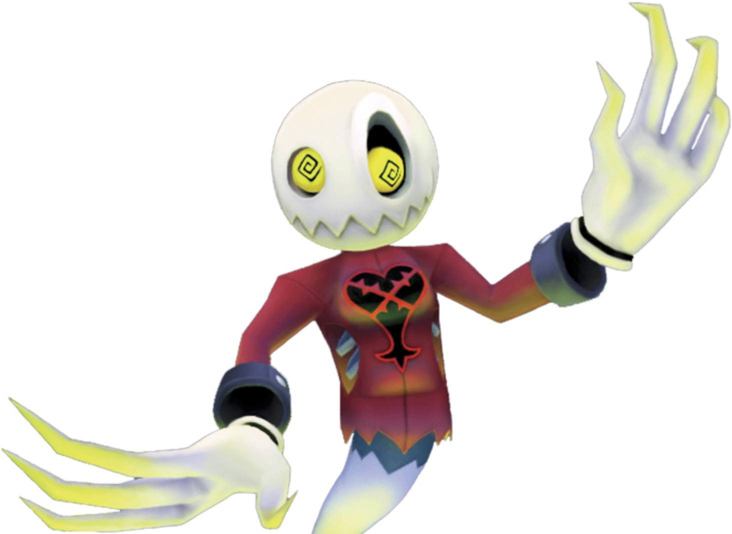
Vulnerable to Attack Type:*[2]	
Weapon	0
Fire	0
Blizzard	0
Thunder	0
% Attack	0
Stop	0
Stun	0
No Type	0

Details

*[1] The Black Ballade drops Thunder Stones. 1-3 correct hits: Thunder Stone (10%). 4 correct hits: Thunder Stone (100%).

*[2] When battling a Black Ballade, watch for it to split into five. To identify the real one, you must hit the one that jumps. All other attacks will damage you with a shock and lead to no damage for the Black Ballade.

Grand Ghost



Area:	Monstro

Statistics:	
HP	300 / 300
STR	20 / 35
DEF	17 / 27
EXP	100 / 400
MP Recovery	29 / 49
Attack Type:	

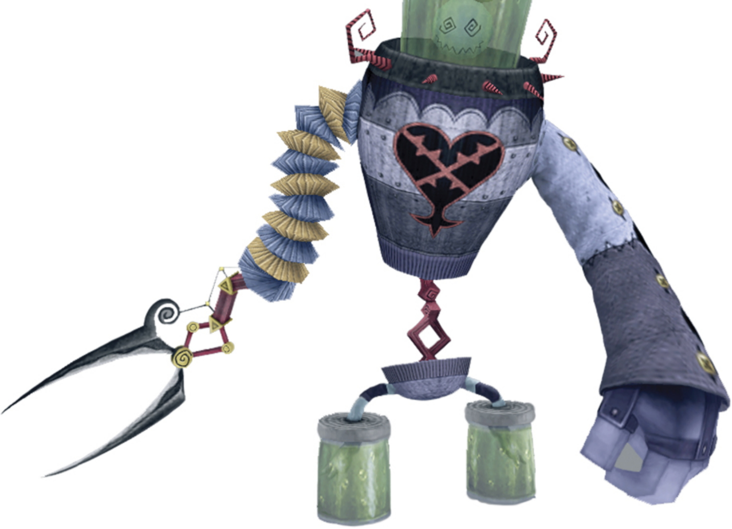
Drops:		
HP Balls	N/A	
MP Balls	N/A	
Munny Balls	N/A	
1st Item	N/A	%
2nd Item	N/A	%
3rd Item	N/A	%

Vulnerable to Attack Type:*	
Weapon	0
Fire	0
Blizzard	0
Thunder	0
% Attack	0
Stop	0
Stun	0
No Type	0

Details

*The Grand Ghost cannot be harmed normally; it is immune to physical and magic attacks and will retaliate if attacked. Instead, you can deplete its HP by targeting it with healing items, such as Potions, Hi-Potions, and Elixirs.

Chimera

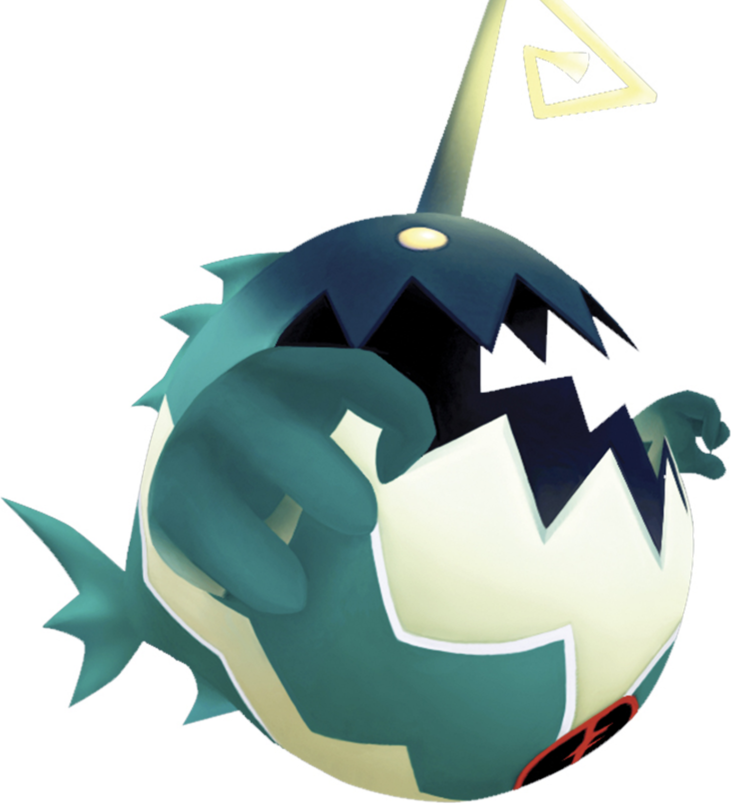


Area:	Halloween Town

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	900 / 900	HP Balls	N/A		Weapon	100
STR	24 / 35	MP Balls	N/A		Fire	100
DEF	20 / 27	Munny Balls	N/A		Blizzard	100
EXP	20 / 120				Thunder	100
MP Recovery	36 / 49	1st Item*	Special	%	% Attack	50
		2nd Item	N/A	%	Stop	50
Attack Type:		3rd Item	N/A	%	Stun	100
					No Type	100

Details *The Chimera drops Blaze Stones.

Jet Balloon



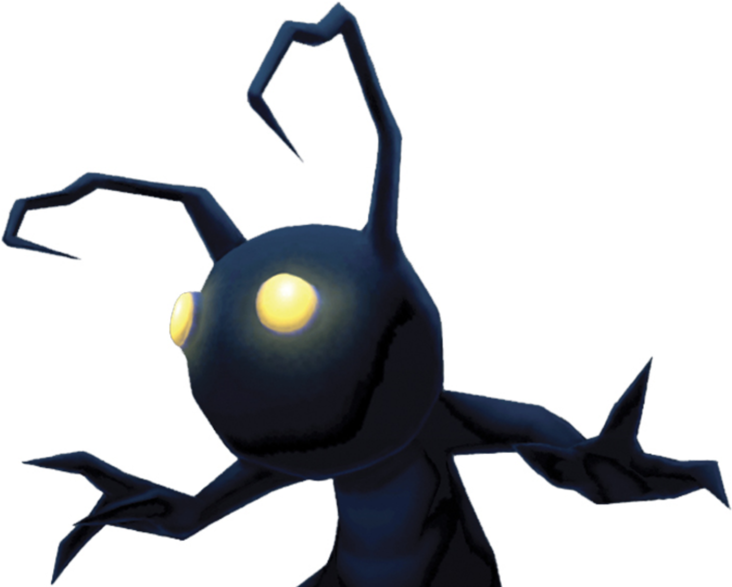
Area:	Neverland

Statistics:		**Drops:**		**Vulnerable to Attack Type:**	
HP	240	**HP Balls**		**Weapon**	100
STR	27 / 35	**MP Balls**	Small x40	**Fire**	25

DEF	21 / 27	Munny Balls			Blizzard	25
EXP	100 / 240				Thunder	25
MP Recovery	40	1st Item	Shiny Stone	20 %	%Attack	10
		2nd Item		%	Stop	15
Attack Type:		3rd Item		%	Stun	25
					No Type	25

Details -

Gigas Shadow

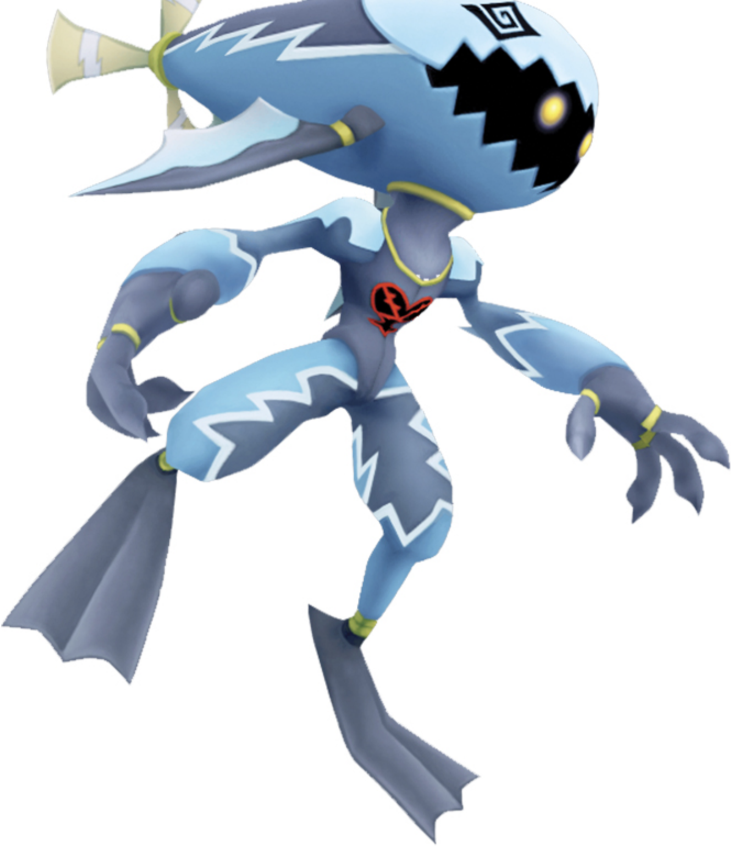


Area:	Wonderland

Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	150 / 300	**HP Balls**	N/A		**Weapon**	100
STR	9 / 35	**MP Balls**	N/A		**Fire**	49
DEF	9 / 27	**Munny Balls**	N/A		**Blizzard**	50
EXP	0				**Thunder**	50
MP Recovery	12 / 49	**1st Item***	Special	%	**% Attack**	4
		2nd Item	N/A	%	**Stop**	30
Attack Type:		**3rd Item**	N/A	%	**Stun**	50
					No Type	50

Details *You gain more rewards based on how many Gigas Shadows you defeat in a single battle. One defeated: Lucid Shard (10%). Two defeated: Lucid Shard (20%). Three defeated: Lucid Shard (35%), Spirit Stone (10%). Four defeated: Lucid Shard (50%), Spirit Stone (20%). Five defeated: Lucid Shard (100%), Spirit Stone (35%). Six defeated: Lucid Shard (100%), Spirit Stone (50%). Seven defeated: Lucid Shard (100%), Spirit Stone (100%), Spirit Stone (100%).

Missile Diver



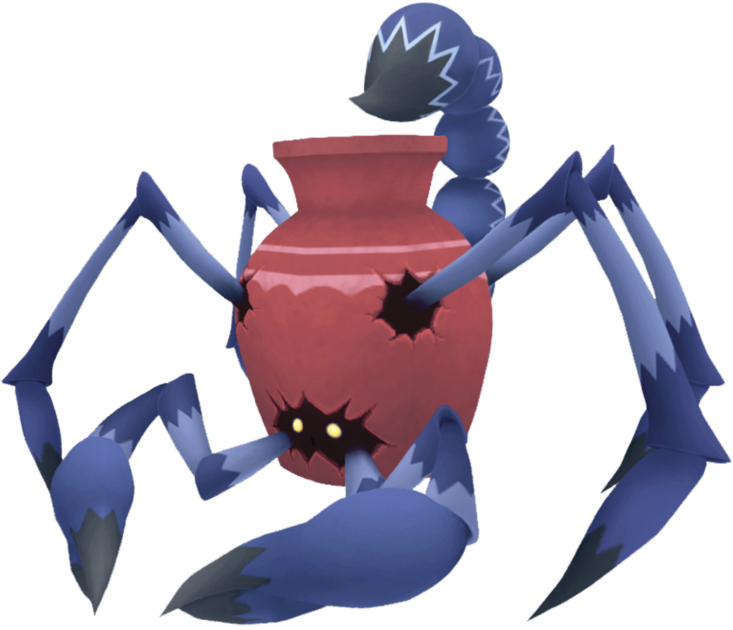
Area: Neverland

Statistics:	**Drops:**	**Vulnerable to Attack Type:***

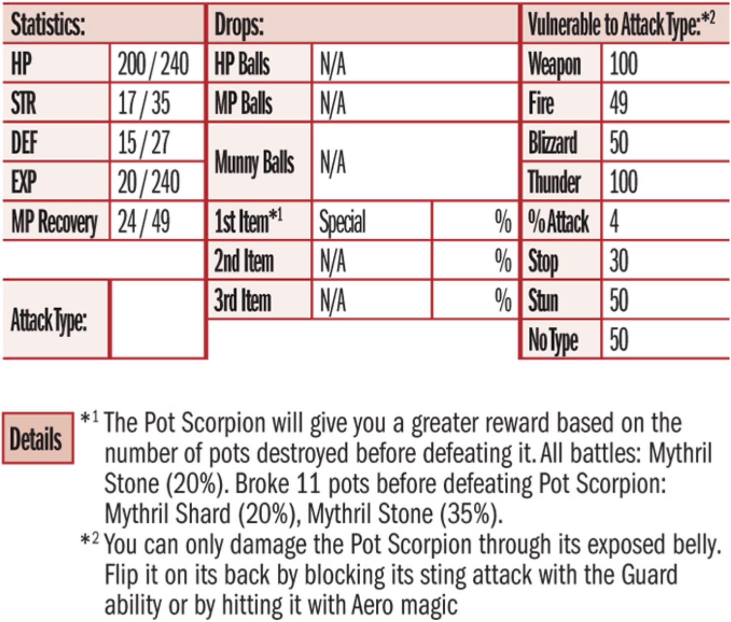
HP	N/A	HP Balls	N/A		Weapon	0
STR	27 / 35	MP Balls	N/A		Fire	0
DEF	21 / 27	Munny Balls	N/A		Blizzard	0
EXP	20 / 60				Thunder	0
MP Recovery	0	1st Item	N/A	%	% Attack	0
		2nd Item	N/A	%	Stop	0
Attack Type:		3rd Item	N/A	%	Stun	0
					No Type	0

Details *The Jet Balloon creates Missile Divers. Defeat the Jet Balloon first to get rid of the Missile Divers.

Pot Scorpion



Area:	Agrabah



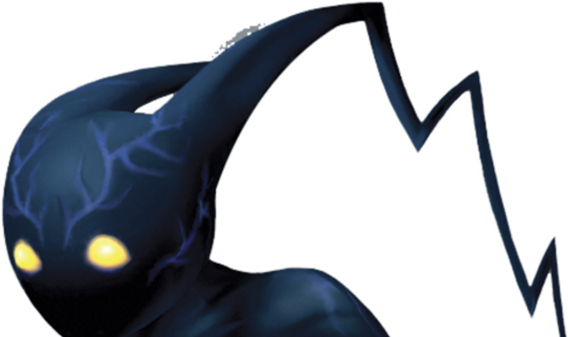
Statistics:		Drops:			Vulnerable to Attack Type:*[2]	
HP	200 / 240	HP Balls	N/A		Weapon	100
STR	17 / 35	MP Balls	N/A		Fire	49
DEF	15 / 27	Munny Balls	N/A		Blizzard	50
EXP	20 / 240				Thunder	100
MP Recovery	24 / 49	1st Item*[1]	Special	%	% Attack	4
		2nd Item	N/A	%	Stop	30
Attack Type:		3rd Item	N/A	%	Stun	50
					No Type	50

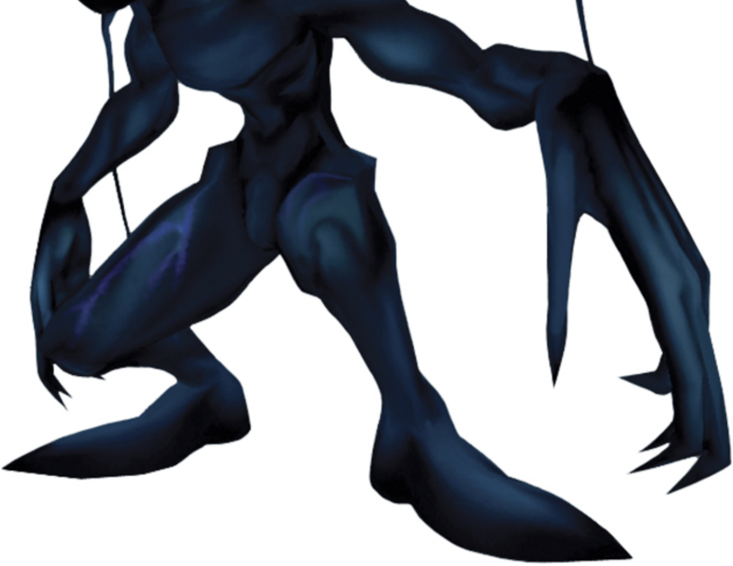
Details

*[1] The Pot Scorpion will give you a greater reward based on the number of pots destroyed before defeating it. All battles: Mythril Stone (20%). Broke 11 pots before defeating Pot Scorpion: Mythril Shard (20%), Mythril Stone (35%).

*[2] You can only damage the Pot Scorpion through its exposed belly. Flip it on its back by blocking its sting attack with the Guard ability or by hitting it with Aero magic

Neoshadow



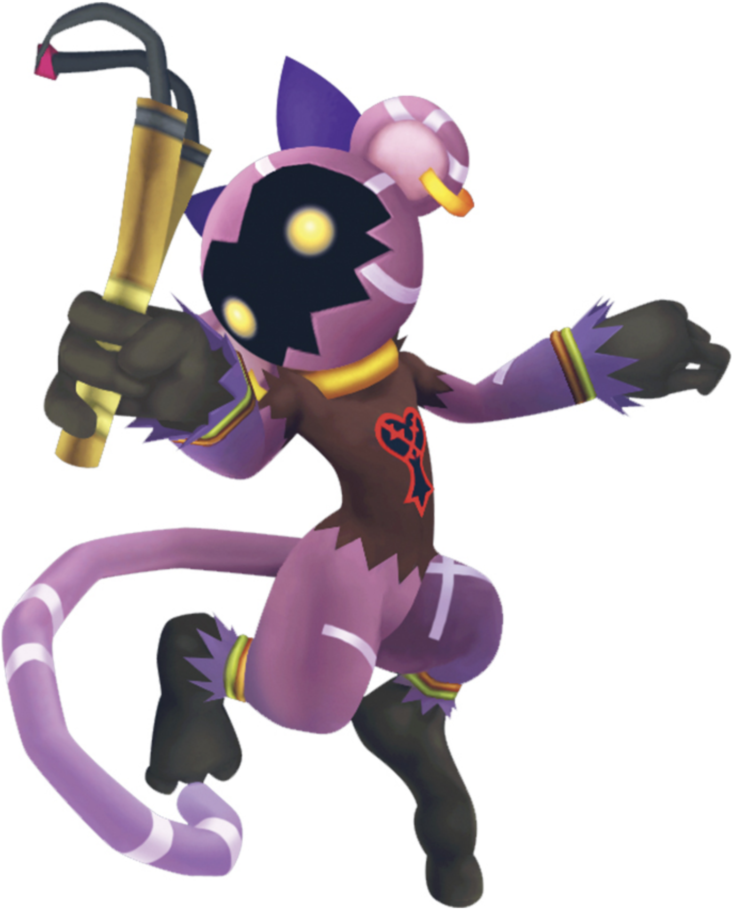


Area:	End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	150	HP Balls	N/A		Weapon	100
STR	40	MP Balls	N/A		Fire	49
DEF	30	Munny Balls	N/A		Blizzard	50
EXP	400				Thunder	50
MP Recovery	55	1st Item*	Special	%	% Attack	0
		2nd Item	N/A	%	Stop	20
Attack Type:		3rd Item	N/A	%	Stun	50
					No Type	50

Details *Neoshadows drop greater rewards based on how many you defeat in a single battle. 1-6: Small MP balls x15. 7: Small HP balls x5, Large HP ball, Gale Stone (35%).

Sniper Wild



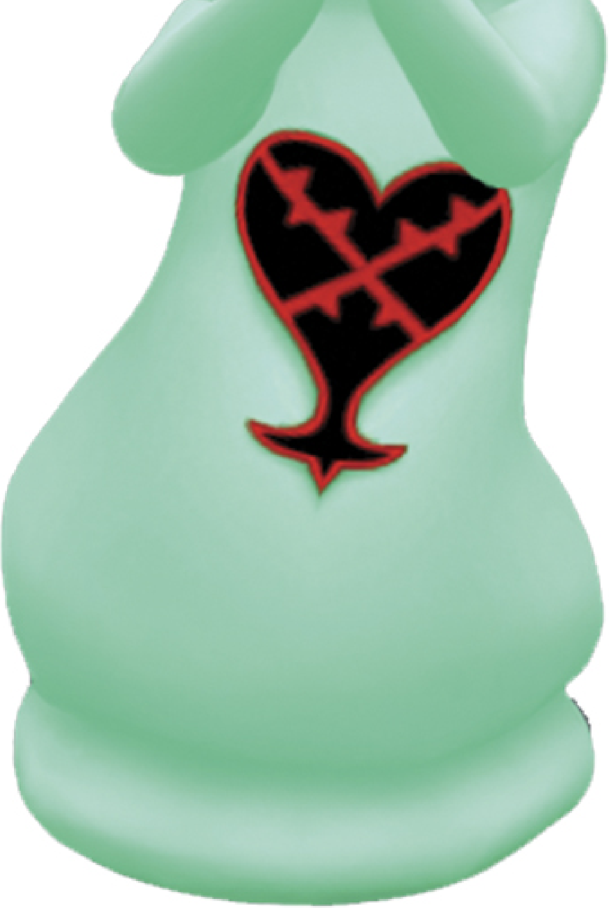
Area:	Traverse Town

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	28 / 90	HP Balls	N/A		Weapon	100
STR	15 / 35	MP Balls	N/A		Fire	49
DEF	13 / 27	Munny Balls	N/A		Blizzard	50
EXP*[1]	Special				Thunder	100
MP Recovery	20 / 49	1st Item*[2]	Special	%	%Attack	4
		2nd Item	N/A	%	Stop	30
Attack Type:		3rd Item	N/A	%	Stun	50
					No Type	50

Details

*[1] You receive a factor of 10 for each Sniper Wild defeated in a row, so 10 for the first, 20 for the second, 30 for the third, etc.

Pink Agaricus



Area:	Deep Jungle, Atlantica, End of the World

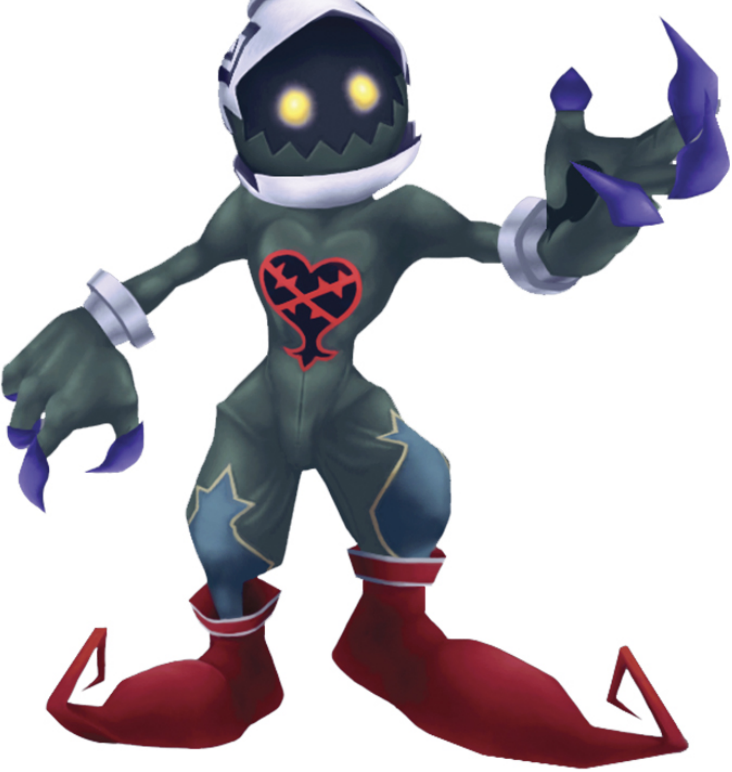
Statistics:		Drops:			Vulnerable to Attack Type:[*2]	
HP	200	HP Balls	N/A		Weapon	0
STR	8	MP Balls	N/A		Fire	0
DEF	8	Munny Balls	N/A		Blizzard	0
EXP	0				Thunder	0
MP Recovery	1	1st Item[*1]	Special	%	%Attack	0
		2nd Item	N/A	%	Stop	100
Attack Type:		3rd Item	N/A	%	Stun	0
					No Type	0

Details

[*1] The Pink Agaricus rewards are based on how many hits you get on it before it disappears. 10-30 hits: Potion (100%). 40-60 hits: Hi-Potion (100%), Mystery Power (10%). 70-90 hits: Ether (100%), Mystery Power (20%). 100 hits: Mystery Power (100%), Premium Cap (100%).

[*2] To find a Pink Agaricus, look for three White Mushrooms all doing the Stop gesture. Each White Mushroom disappears after using Stop once, and when the third White Mushroom disappears, the Pink Agaricus arrives. Cast your Stop spell on the Pink Agaricus and then deal as many hits as you can before Stop wears off. Equipping yourself with Aeroga and Ragnarok is important for scoring more hits.

Stealth Soldier



Area:	Hollow Bastion

Statistics:		**Drops:**				**Vulnerable to Attack Type:**	
HP	180 / 240	**HP Balls**				**Weapon**	100
STR	31 / 35	**MP Balls**	Small x20, Medium x10			**Fire**	100
DEF	24 / 27	**Munny Balls**				**Blizzard**	100
EXP	120 / 240					**Thunder**	100
MP Recovery	44 / 49	**1st Item**	Energy Stone	15	%	**% Attack**	50
		2nd Item			%	**Stop**	50
Attack Type:		**3rd Item**			%	**Stun**	100
						No Type	100

Details -

Equipment

Equipment

Weapons

Sora's Weapons

Image	Weapon	STR	Max MP	Critical %	Critical Bonus	Range	Location
	Wooden Sword	0	-	100	0	-	Initial weapon and Hollow Bastion
	Dream Sword	1	-	100	0	-	Dive Into the Heart
	Dream Rod	1	-	50	0	-	Dive Into the Heart
	Dream Shield	1	-	0	-	-	Dive Into the Heart
	Kingdom Key	3	-	100	0	Medium	Destiny Islands
	Diamond Dust	3	3	-	-	-	Olympus Coliseum
	Spellbinder	4	2	100	0	Medium	Traverse Town
	Jungle King	5	-	50	0	Long	Deep Jungle
	Wishing Star	5	-	Always	4	Short	Traverse Town
	Three Wishes	6	-	100	0	Medium	Agrabah
	Crabclaw	6	1	100	0	Medium	Atlantica
	Lady Luck	7	2	100	0	Medium	Wonderland
	Pumpkinhead	7	-	200	0	Long	Halloween Town
	Fairy Harp	8	1	100	4	Short	Neverland
	One-Winged Angel	8	-2	-	-	-	Olympus Coliseum
	Oathkeeper	9	1	200	0	Medium	Traverse Town
	Metal Chocobo	9	-1	10	0	Long	Olympus Coliseum
	Olympia	10	-	150	4	Medium	Olympus Coliseum
	Lionheart	10	1	100	0	Long	Olympus Coliseum
	Oblivion	11	-1	100	4	Long	Hollow Bastion
	Divine Rose	13	-	200	0	Short	Hollow Bastion
	Ultima Weapon	14	2	200	4	Long	Item Workshop

Donald's Weapons

Image	Weapon	STR	Max MP	Critical %	Critical Bonus	Range	Location
	Mage's Staff	1	-	Short	-	-	Initial weapon
	Morning Star	2	-	Short	150	60	Item Shop
	Fantasista	3	3	-	-	300	Item Synthesis
	Magus Staff	3	1	Short	1000	200	Item Shop
	Shooting Star	4	-	Short	750	160	Item Shop
	Warhammer	4	-1	Long	250	90	Item Shop
	Wisdom Staff	5	1	Short	4000	260	Item Shop
	Dream Rod	5	2	Long	-	-	Traverse Town
	Lord Fortune	7	1	Short	-	-	Traverse Town
	Silver Mallet	7	-1	Long	1000	200	Item Shop
	Wizard's Relic	8	2	Long	-	1000	Opponent: Wizard
	Grand Mallet	9	-1	Long	4000	260	Item Shop
	Save the Queen	10	2	Long	-	-	Olympus Coliseum
	Violetta	11	-1	Short	-	-	Olympus Coliseum
	Meteor Strike	13	-	-	-	-	End of the World

Goofy's Weapons

Image	Weapon	STR	Max MP	Critical %	Critical Bonus	Range	Location
	Knight's Shield	1	-	Medium	-	-	Item Shop
	Stout Shield	1	-	Large	250	90	Item Shop
	Smasher	3	-	Small	250	90	Item Shop
	Golem Shield	3	-	Large	1000	200	Item Shop
	Mythril Shield	4	-	Medium	750	160	Item Shop
	Seven Elements	4	3	-	-	300	Item Synthesis
	Adamant Shield	5	-	Large	4000	260	Item Shop
	Onyx Shield	6	-	Medium	2800	220	Item Shop
	Dream Shield	6	2	Medium	-	-	Traverse Town
	Gigas Fist	7	-	Small	1000	200	Item Shop
	Herc's Shield	9	-	Medium	-	-	Olympus Coliseum
	Genji Shield	10	-	Large	-	-	Olympus Coliseum
	Save the King	11	2	Large	-	-	Olympus Coliseum
	Defender	13	1	Large	-	1000	Opponent: Defender
	Mighty Shield	15	-	-	-	-	End of the World

Other Weapons

Image	Weapon	STR	Max MP	Critical %	Critical Bonus	Range	Location
	Peter Pan	Dagger	1	100	0	Default Weapon	
	Tarzan	Spear	3	100	0	Default Weapon	
	Aladdin	Sword	5	100	0	Default Weapon	

Accessories

Accessories

Image	Accessory	Price	Sells at	Max HP	Max MP	Max AP	STR	DEF	Reduces Damage of Attack Type	Synthesize Item	After Defeating:
	Ability Stud	600	120	-	-	2	-	-	-	-	-
	Angel Bangle	-	100	6	-	-	-	2	-	Yes	-
	Atlas Armlet	-	150	-	2	-	-	2	-	Yes	-
	Blizzard Ring	450	90	-	-	-	-	1	Blizzard	-	-
	Blizzara Ring	1000	200	-	-	-	-	2	Blizzard	-	Blue Rhapsody
	Blizzaga Ring	4000	260	-	-	-	-	3	Blizzard	-	-
	Blizzagun Band	8000	340	-	-	-	2	2	Blizzard	Yes	-
	Brave Warrior	-	10	3	-	-	1	-	-	-	Guard Armor
	Chaos Ring	600	200	-	-	-	-	2	Dark	-	-
	Cosmic Arts	-	300	9	2	2	-	-	-	Yes	-
	Crystal Crown	-	250	6	1	3	2	2	-	Yes	-
	Dark Ring	-	250	-	-	-	-	3	Dark	Yes	-
	Element Ring	4800	260	-	-	-	-	2	Fire,		
	Blizzard, and Thunder	-	Battleship								
	Energy Bangle	-	50	3	-	-	-	1	-	Yes	-
	EXP Earring	-	200	-	-	-	-	-	-	Yes	-
	EXP Ring	-	10	-	1	-	-	-	-	Yes	-
	EXP Bracelet	-	300	-	-	-	-2	-2	-	Yes	-
	EXP Necklace	-	10	-	-	2	-	-	-	Yes	-
	Fire Ring	450	90	-	-	-	-	1	Fire	-	-
	Fira Ring	1000	200	-	-	-	-	2	Fire	-	-
	Firaga Ring	4000	260	-	-	-	-	3	Fire	-	-
	Firagun Band	8000	340	-	-	-	2	2	Fire	Yes	-
	Gaia Bangle	-	150	9	-	-	-	3	-	Yes	-
	Golem Chain	-	100	-	-	-	3	1	-	Yes	-
	Guard Earring	-	150	-	-	3	-	1	-	Yes	-
	Heartguard	-	250	3	-	-	-	4	Dark	Yes	-
	Holy Circlet	-	10	-	-	3	-	-	Fire,		
	Blizzard, and Thunder	-	Oogie Boogie								
	Ifrit Belt	-	10	-	-	-	3	-	Fire	-	-
	Ifrit's Horn	-	10	-	-	1	-	1	Fire	-	Trickmaster
	Inferno Band	-	10	-	-	-	-	2	Fire and Dark	-	Cerberus
	Magic Armlet	-	50	-	1	-	-	-	-	Yes	-
	Master Earring	-	200	-	-	4	-	2	-	Yes	-
	Moogle Badge	-	200	6	1	2	-	-	-	Yes	-
	Obsidian Ring	1000	200	-	-	-	1	-	Dark	-	-
	Omega Arts	-	150	3	-	-	3	3	-	-	Behemoth
	Power Chain	-	50	-	-	-	2	-	-	Yes	-
	Prime Cap		100	-	-	-	-5	5			
	Protect Chain	300	60	-	-	-	-	1	-	-	-
	Protera Chain	750	160	-	-	-	-	2	-	-	-
	Protega Chain	2800	220	-	-	-	-	3	-	-	-
	Ramuh Belt	-	10	-	-	3	-	-	Thunder	-	-
	Raven's Claw	-	10	-	-	-	2	2	Dark	-	Anti Sora
	Ray of Light	-	10	3	1	-	-	-	-	-	Pot Centipede
	Ribbon	-	300	-	-	-	-	3	All attack types	Yes	-
	Royal Crown	-	10	-	2	-	-3	-	Fire,		
	Blizzard, and Thunder	-	-								
	Rune Armlet	-	100	-	1	-	-	2	-	Yes	-
	Shiva Belt	-	10	-	2	-	-	-	Blizzard		-
	Three Stars	-	300	-	-	-	-	4	Fire,		
	Blizzard, and Thunder	Yes	-								
	Thunder Ring	450	90	-	-	-	-	1	Thunder	-	-
	Thundara Ring	1000	200	-	-	-	-	2	Thunder	-	-
	Thundaga Ring	4000	260	-	-	-	-	3	Thunder	-	-
	Thundagun Band	8000	340	-	-	-	2	2	Thunder	Yes	-
	Titan Chain	-	150	-	-	-	4	2	-	Yes	-
	White Fang	-	10	-	-	1	1	1	-	-	Sabor

Items

Items

Recovery Items (During Battle)

Image	Item	Price	Sells at	Restores
	Potion	60	12	30 HP of one character.
	Hi-Potion	150	30	60 HP of one character.
	Ether	200	40	30 HP of each party member.
	Elixir	-	80	3 MP of one character.
	Mega-Potion	-	40	3 MP of each party member.
	Mega-Ether	-	60	All HP and MP of one character.
	Megalixir	-	100	All HP and MP of each party member.

Support Items (Outside of Battle)

Image	Item	Price	Sells at	Effect
	Tent	250	50	Fully restores the party's HP.
	Camping Set	300	100	Restores all HP and 3 MP of each party member.
	Cottage	-	150	Fully restores the party's HP and MP.
	Power Up	-	50	Raises one character's STR by 1.
	Defense Up	-	50	Raises one character's DEF by 1.
	AP Up	-	50	Raises one character's Max AP by 1.

Miscellaneous Items

Miscellaneous

Image	Item	Sells at	Required to	Location
	Aero Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Antenna	-	Prove Alice's innocence.	Wonderland
	Azal vol. 3	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Blizzard Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Claw Marks	-	Prove Alice's innocence.	Wonderland
	Cloth	-	Build a raft.	Destiny Islands
	Coconut	-	Provide food for the raft.	Destiny Islands
	Crystal Trident	-	Reveal the keyhole in Ariel's Grotto in Atlantica.	Atlantica
	Cure Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Dark Matter	500	-	-
	Drinking Water	-	Provide food for the raft.	Destiny Islands
	Earthshine	-	Receive the summon spell Simba.	Traverse Town
	Emblem Piece	-	Open the Entrance Hall door in Hollow Bastion (four required).	Hollow Bastion
	Empty Bottle	-	Collect Drinking Water.	Destiny Islands
	Entry Pass	-	Participate in the games at Olympus Coliseum.	Olympus Coliseum
	Fire Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Fireglow	-	Receive the summon spell Mushu.	Hollow Bastion
	Fish	-	Provide food for the raft.	Destiny Islands
	Footprints	-	Prove Alice's innocence.	Wonderland
	Forget-Me-Not	-	Complete Dr. Finkelstein's invention.	Halloween Town
	Gravity Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Hafet vol. 4	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Hero License	-	No practical use. Simply the hallmark of a true hero.	Olympus Coliseum
	Jack-in-the-Box	-	Complete Dr. Finkelstein's invention.	Halloween Town
	Khama vol. 8	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Log	-	Build a raft.	Destiny Islands
	Matsutake Rank	300	No practical use. Simply the hallmark of a true hero.	From Rare Truffle
	Mava vol. 3	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Mava vol. 6	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Mushroom	-	Provide food for the raft.	Destiny Islands
	Mystery Mold	3000	No practical use, but can be sold.	From Black Fungus
	Mythril	200	-	-
	Mythril Shard	150	-	-
	Nahara vol. 5	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Naturespark	-	Receive the summon spell Bambi.	100 Acre Wood - Hunny Hunt
	Navi-G Piece	-	Have Cid refit the gummi ship (Requires two of these).	Traverse Town, Wonderland, Deep Jungle, Neverland
	Navi-Gummi	-	Reach Hollow Bastion.	Traverse Town
	Old book	-	Enter Hundred Acre Wood.	Traverse Town
	Orichalcum	280	-	-
	Postcard	-	Send mail in the First District of Traverse Town (reward).	Traverse Town
	Pretty Stone	100	No practical use, but can be sold.	Destiny Islands, Traverse Town
	Rope	-	Build a raft.	Destiny Islands
	Salegg vol. 6	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Seagull Egg	-	Provide food for the raft.	Destiny Islands
	Shiitake Rank	200	No practical use, but can be sold. Simply the hallmark of a master.	From Rare Truffle
	Slide 1	-	Understand Tarzan.	Deep Jungle
	Slide 2	-	Understand Tarzan.	Deep Jungle
	Slide 3	-	Understand Tarzan.	Deep Jungle
	Slide 4	-	Understand Tarzan.	Deep Jungle
	Slide 5	-	Understand Tarzan.	Deep Jungle
	Slide 6	-	Understand Tarzan.	Deep Jungle
	Stench	-	Prove Alice's innocence.	Wonderland
	Stop Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Theon vol. 6	-	Solve a puzzle in Hollow Bastion.	Hollow Bastion
	Thunder Arts	100	Receive the Dream Shield (along with other "Arts").	From White Mushroom
	Torn Page	-	Unlock new areas in Hundred Acre Wood.	Agrabah, Monstro, Atlantica, Halloween Town, Traverse Town (collect 51 puppies)
	Watergleam	-	Receive the summon spell Dumbo.	Monstro

Cid's Accessory Shop

Availability	Image	Item	Price
Initially		Protect Chain	300
Initially		Fire Ring	450
Initially		Blizzard Ring	450
Initially		Thunder Ring	450
Initially		Ability Stud	600
Initially		Obsidian Ring	1000
After Agrabah		Protera Chain	750
After Agrabah		Fira Ring	1000
After Agrabah		Blizzara Ring	1000
After Agrabah		Thundara Ring	1000
After Agrabah		Chaos Ring	600
After rescuing Kairi		Protega Chain	2800
After rescuing Kairi		Firaga Ring	4000
After rescuing Kairi		Blizzaga Ring	4000
After rescuing Kairi		Thundaga Ring	4000
After rescuing Kairi		Element Ring	4800

Huey, Dewey, and Louie's Item Shop

Availability	Image	Item	Price
Initially:		Potion	60
Initially:		Hi-Potion	150
Initially:		Ether	100
Initially:		Tent	150
After Donald and Goofy in party:		Morning Star	150
After Donald and Goofy in party:		Warhammer	250
After Donald and Goofy in party:		Smasher	250
After Donald and Goofy in party:		Stout Shield	250
After Agrabah:		Camping Set	300
After Agrabah:		Shooting Star	750
After Agrabah:		Magus Staff	1000
After Agrabah:		Silver Mallet	1000
After Agrabah:		Gigas fist	1000
After Agrabah:		Mythril Shield	750
After Agrabah:		Golem Shield	1000
After rescuing Kairi:		Wisdom Staff	4000
After rescuing Kairi:		Grand Mallet	4000
After rescuing Kairi:		Onyx Shield	2800
After rescuing Kairi:		Adamant Shield	4000

Items

Synthesis Items

You gain access to synthesis items after you learn how to use green Trinity Marks. Return to Traverse Town and use the green Trinity Mark in the Accessory Shop to open up the second story. The Moogles in the second Item Shop will create synthesis items for you if you have the correct ingredients. For example, an Elixir will cost you two Blaze Shards, two Frost Shards, two Thunder Shards, and four Mythril Shards. You can create these items as often as you have the available ingredients.

Once you create an item, a MIX symbol is added to the item synthesis list. The number of MIX symbols determines the availability of new synthesis items. When you first open the shop, the Moogles will only synthesize six items, but if you successfully create three new items, six more items will appear on the list. See the following tables for the synthesis items available and their necessary ingredients.

Synthesis Ingredients

Icon	Ingredient	Dropped by
●	Blaze Gem	Bandit, Fat Bandit, White Mushroom, Bambi
●	Blaze Shard	Red Nocturne, White Mushroom, Bambi
●	Blazing Stone	Chimera
●	Bright Crystal	Defender
●	Bright Gem	Search Ghost, White Mushroom, Bambi
●	Bright Shard	Green Requiem, White Mushroom, Bambi
●	Dark Matter	Synthesis, found inside of chests
●	Dazzling Stone	Jet Balloon
●	Energy Stone	Stealth Soldier
●	Frost Gem	Sea Neon, Sheltering Zone, White Mushroom, Bambi
●	Frost Shard	Blue Rhapsody, White Mushroom, Bambi
●	Frost Stone	Grand Ghost
●	Fury Stone	Gigas Shadow
●	Gale	Invisible, Angel Star
●	Lightning Stone	Black Ballade
●	Lucid Crystal	Darkball, Shadow Sora, Bambi
●	Lucid Gem	Wight Knight, Gargoyle, White Mushroom, Bambi
●	Lucid Shard	Shadow, White Mushroom, Bambi
●	Mystery Goo	White Mushroom, Black Fungus, Rare Truffle
●	Mythril	Behemoth, Angel Star (*1)
●	Mythril Shard	Pot Spider, Barrel Spider, Behemoth (*2)
●	Mythril Stone	Pot Scorpion
●	Orichalcum	Traverse Town Item Shop
●	Power Crystal	Wyvern
●	Power Gem	Pirate, Air Pirate, Battleship, White Mushroom, Bambi
●	Power Shard	Powerwild, Bouncywild, White Mushroom, Bambi
●	Power Stone	Sniper Wild
●	Serenity Power	Pink Agaricus
●	Shiny Crystal	Wizard
●	Spirit Gem	Air Soldier, White Mushroom, Bambi
●	Spirit Shard	Soldier, Large Body, White Mushroom, Bambi
●	Stormy Stone	Neoshadow
●	Thunder Gem	Screwdiver, Aquatank, White Mushroom, Bambi
●	Thunder Shard	Yellow Opera, White Mushroom, Bambi

*1 Also in: Traverse Town, Wonderland, Deep Jungle, Agrabah, Monstro, Atlantica, prize at the Olympus Coliseum, reward for Postcards, reward for 101 Dalmatians, 100 Acre Wood, Neverland, Hollow Bastion

*2 Also in: Traverse Town, Wonderland, Deep Jungle, Agrabah, Atlantica, prize at the Olympus Coliseum, reward for Postcards, reward for 101 Dalmatians, 100 Acre Wood, Neverland, Bambi

*3 Also in: Traverse Town, Wonderland, Deep Jungle, Hollow Bastion, prize at the Olympus Coliseum, Olympus Coliseum (after defeating Hades), reward for Postcards, 100 Acre Wood x2, Neverland

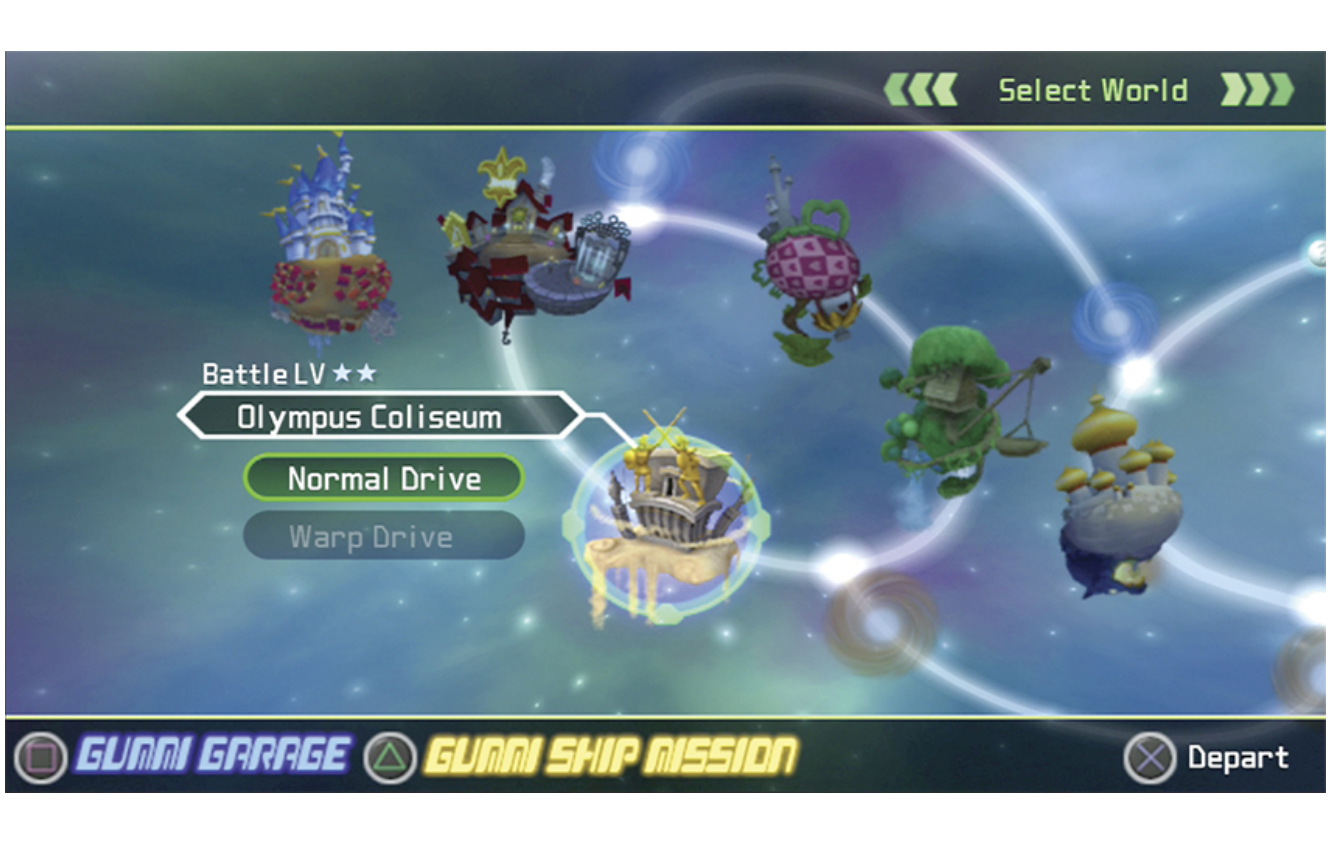
Item Synthesis Recipe List

Synthesis Progression	Image	Synthesis Item	Ingredient A	No. of Item A	Ingredient B	No. of Item B	Ingredient C	No. of Item C	Ingredient D	No. of Item D	Ingr E
Initially:	●	Mega-Potion	Spirit Shard	1	Power Shard	1	Mythril Shard	4	-	-	-
Initially:	●	Cottage	Lucid Shard	1	Bright Shard	1	-	-	-	-	-
Initially:	●	Energy Bangle	Spirit Shard	2	Bright Shard	1	-	-	-	-	-
Initially:	●	Power Chain	Power Shard	2	Lucid Shard	1	-	-	-	-	-
Initially:	●	Magic Armlet	Blaze Shard	3	Frost Shard	3	Thunder Shard	3	-	-	-
Initially:	●	EXP Earring	Fury Stone	1	Power Stone	1	Mythril Stone	1	Serenity Power	1	Dark M
Items Created: 3	●	Mega-Ether	Blaze Shard	1	Frost Shard	1	Thunder Shard	1	Mythril	2	-
Items Created: 3	●	Guard Earring	Bright Shard	3	Frost Shard	1	Mythril Shard	3	-	-	-
Items Created: 3	●	Angel Bangle	Thunder Shard	3	Bright Gem	1	-	-	-	-	-
Items Created: 3	●	Golem Chain	Blaze Shard	3	Spirit Gem	1	-	-	-	-	-
Items Created: 3	●	Rune Armlet	Blaze Gem	3	Frost Gem	3	Thunder Gem	3	-	-	-
Items Created: 3	●	Moogle Badge	Blazing Stone	1	Frost Stone	1	Lightning Stone	1	Mythril	5	Orichal
Items Created: 9	●	AP Up	Blaze Gem	2	Frost Gem	2	Thunder Gem	2	Mythril	4	-
Items Created: 9	●	Dark Ring	Lucid Gem	2	Bright Gem	2	-	-	-	-	-
Items Created: 9	●	Master Earring	Spirit Shard	5	Spirit Gem	3	Fury Stone	1	-	-	-
Items Created: 9	●	Gaia Bangle	Lucid Shard	5	Lucid Gem	3	Lightning Stone	1	-	-	-
Items Created: 9	●	Titan Chain	Power Shard	5	Power Gem	3	Power Stone	1	-	-	-
Items Created: 9	●	Mythril	Mythril Shard	5	Mythril Stone	1	Mystery Goo	1	-	-	-
Items Created: 15	●	Elixir	Power Crystal	1	Shiny Crystal	1	Bright Crystal	2	Orichalcum	3	-
Items Created: 15	●	Defense Up	Lucid Shard	3	Bright Shard	3	Bright Gem	2	Power Crystal	1	Orichal
Items Created: 15	●	Heartguard	Lucid Gem	3	Lucid Crystal	1	Bright Crystal	1	-	-	-
Items Created: 15	●	Three Stars	Power Gem	5	Mystery Goo	3	Shiny Crystal	1	-	-	-
Items Created: 15	●	Atlas Armlet	Blaze Shard	5	Frost Shard	5	Thunder Shard	5	Mystery Goo	1	Dark M
Items Created: 15	●	Crystal Crown	Lucid Crystal	5	Power Crystal	1	Shiny Crystal	1	Blazing Stone	3	Frost St
Items Created: 21	●	Dark Matter	Lucid Shard	9	Gale	1	Mythril	2	-	-	-
Items Created: 21	●	Megalixir	Lucid Gem	5	Lucid Crystal	3	Gale	2	Dark Matter	1	-
Items Created: 21	●	Power Up	Spirit Shard	5	Spirit Gem	3	Power Shard	5	Power Gem	3	Dark M
Items Created: 21	●	Cosmic Arts	Bright Shard	5	Bright Gem	3	Bright Crystal	1	Mythril Stone	3	-
Items Created: 21	●	EXP Bracelet	Energy Stone	1	Dazzling Stone	1	Stormy Stone	1	Orichalcum	8	Dark M
Items Created: 21	●	Ribbon	Blaze Gem	5	Frost Gem	5	Thunder Gem	5	Gale	1	Serenit
Items Created: 30	●	Fantasista	Fury Stone	3	Power Stone	3	Mythril Stone	3	Energy Stone	5	-
Items Created: 30	●	Seven Elements	Blazing Stone	3	Frost Stone	3	Lightning Stone	3	Dazzling Stone	5	-
Items Created: 30	●	Ultima Weapon	Thunder Gem	5	Mystery Goo	5	Serentiy Power	3	Stormy Stone	3	Dark M

Gummi Garage

Your gummi ship brings you to the worlds; without it, you wouldn't be able to save anything more than Traverse Town. During your adventure, you will collect or buy gummi blocks that can be used to improve your ship's offensive and defensive capabilities.

Gummi Space



You can hop onboard your gummi ship at most save points. When you do, the Navigational Map pops up and you can choose to travel to one of the currently accessible worlds. A world with a keyhole symbol means it's been locked, while those undiscovered will only show the world's battle level. If "Normal Drive" is displayed, you will have to travel through dangerous space territory to reach the world; planets marked with "Warp Drive" can be directly jumped to without battling through gummi space.

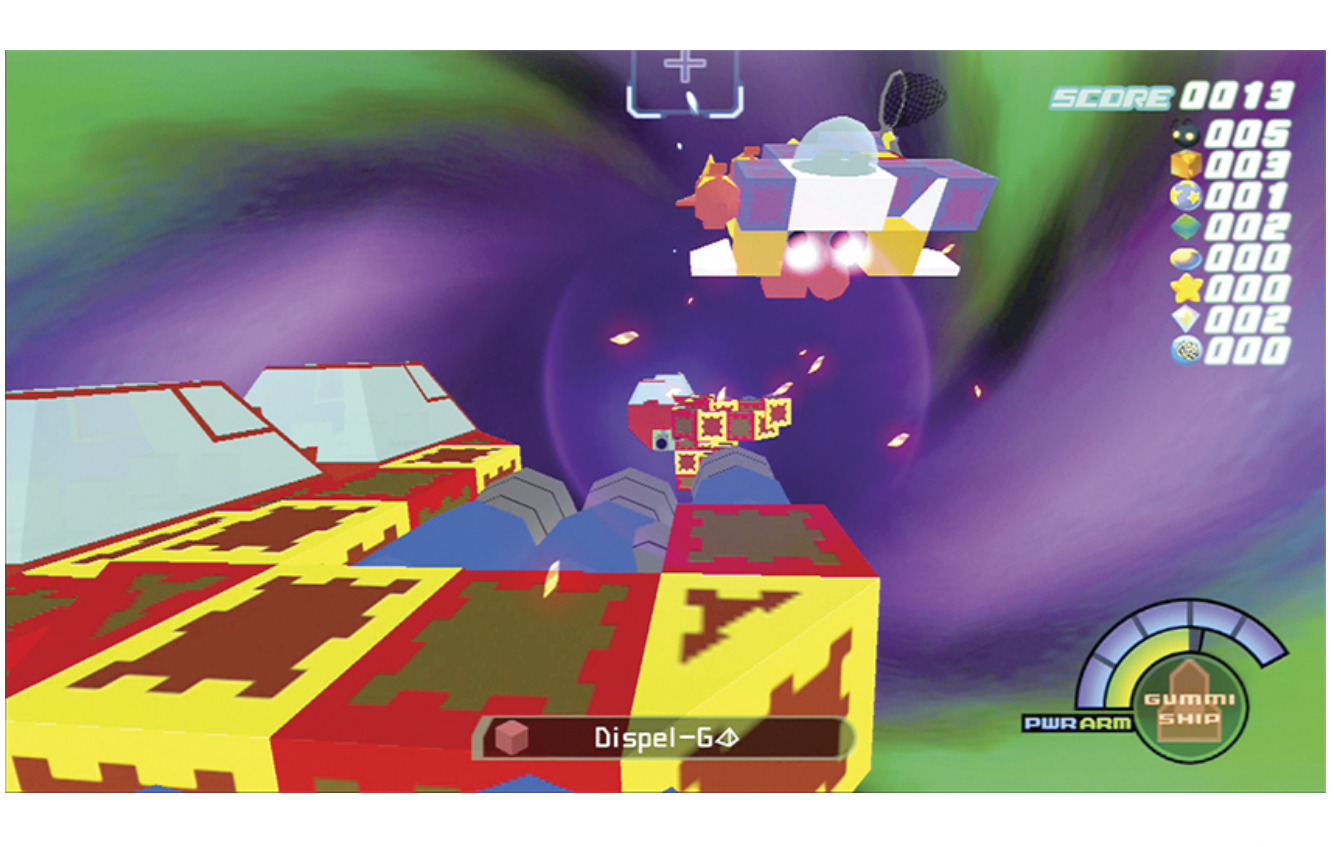
Controlling Your Ship

You can steer your gummi ship up and down, left and right, as you dodge obstacles and blast enemy spacecraft. You begin with basic capabilities and can upgrade your ship in the Gummi Garage with more advanced gummi blocks.

Flight Controls

Action	Control	Details
Maneuver	left analog stick	Attach gummi blocks on the wings to improve flight responsiveness
Cannon	✕	Attach extra cannons to fire more shots simultaneously
Laser	▲	Laser consumes the blue power meter
Accelerate	■	Haste-G or Haste2-G booster gummi blocks increase speed momentarily
Decelerate	●	Deceleration, helpful to pick up items and avoid space debris
Arm	right analog stick	With Osmose-G equipped, tilt the right analog stick to attract items within a wide radius around the ship (consumes power meter)
Target Lock	R1	Hold to stabilize aim while moving ship around

Flight Gauges



You have four readouts to monitor during gummi flight: armor, power, shield, and charge. For your starting ship, you won't have to pay much attention to anything but your armor rating as you try to avoid obstacles, but as you redesign your ship, all these features will come into play.

Armor: Think of this as a gummi ship's hit points. Lose all your armor and your gummi ship returns to your previous destination and you lose any gummi blocks that you accumulated on the trip. You can, however, replenish armor during flight by picking up items left behind by destroyed meteors. Adding gummi blocks with higher armor ratings will increase your ship's armor.

Power: This is the fuel you need to operate certain gummi specialties, such as special weapons and Osmose-G blocks to attract floating items to your ship.

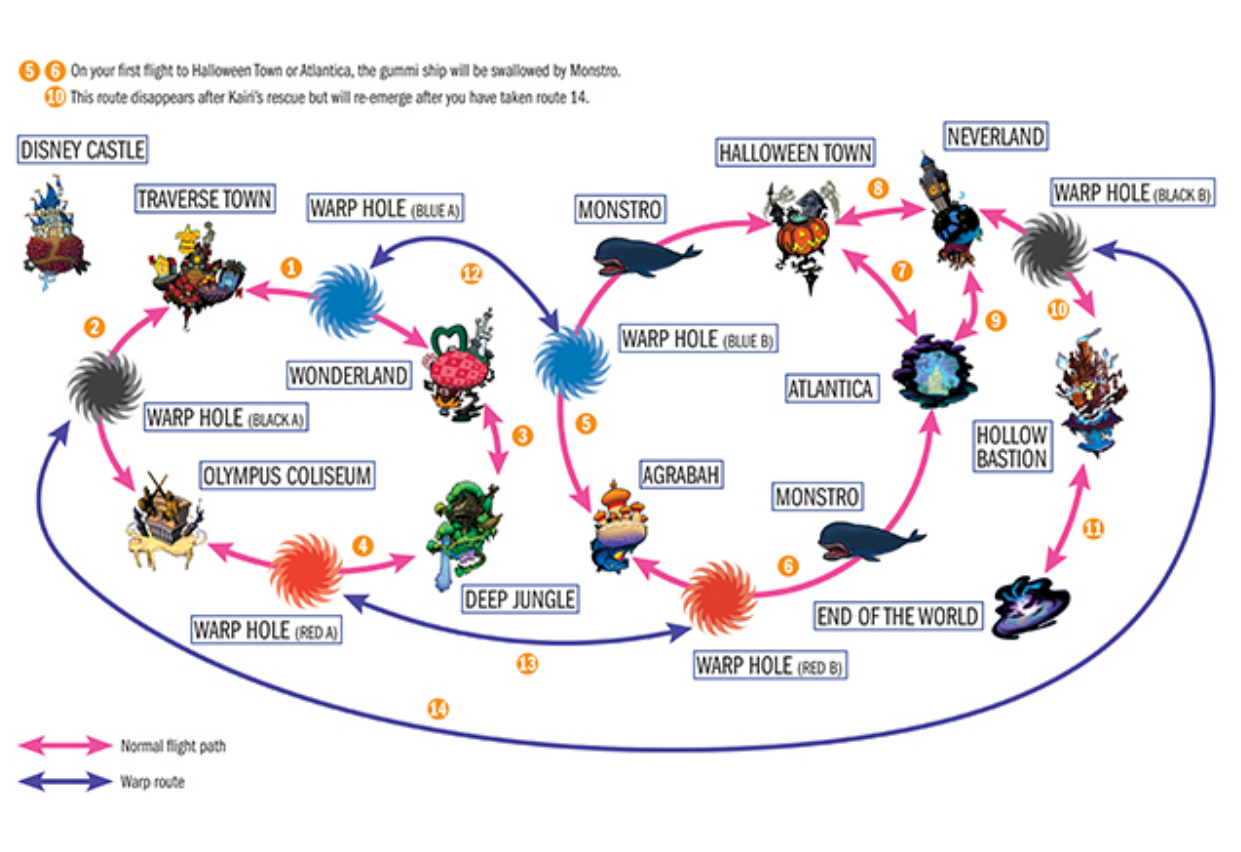
Shield: You must attach a Shield-G or Shield2-G to your ship to see this display. Shields act like extra armor; any hits to the ship first get absorbed by the shields before affecting armor.

Charge: You must attach a Haste-G or Haste2-G to your ship to see this display. Charge provides you with a turbo boost to quickly accelerate your ship for a short period of time. To use it again, you must wait for it to fully recharge.

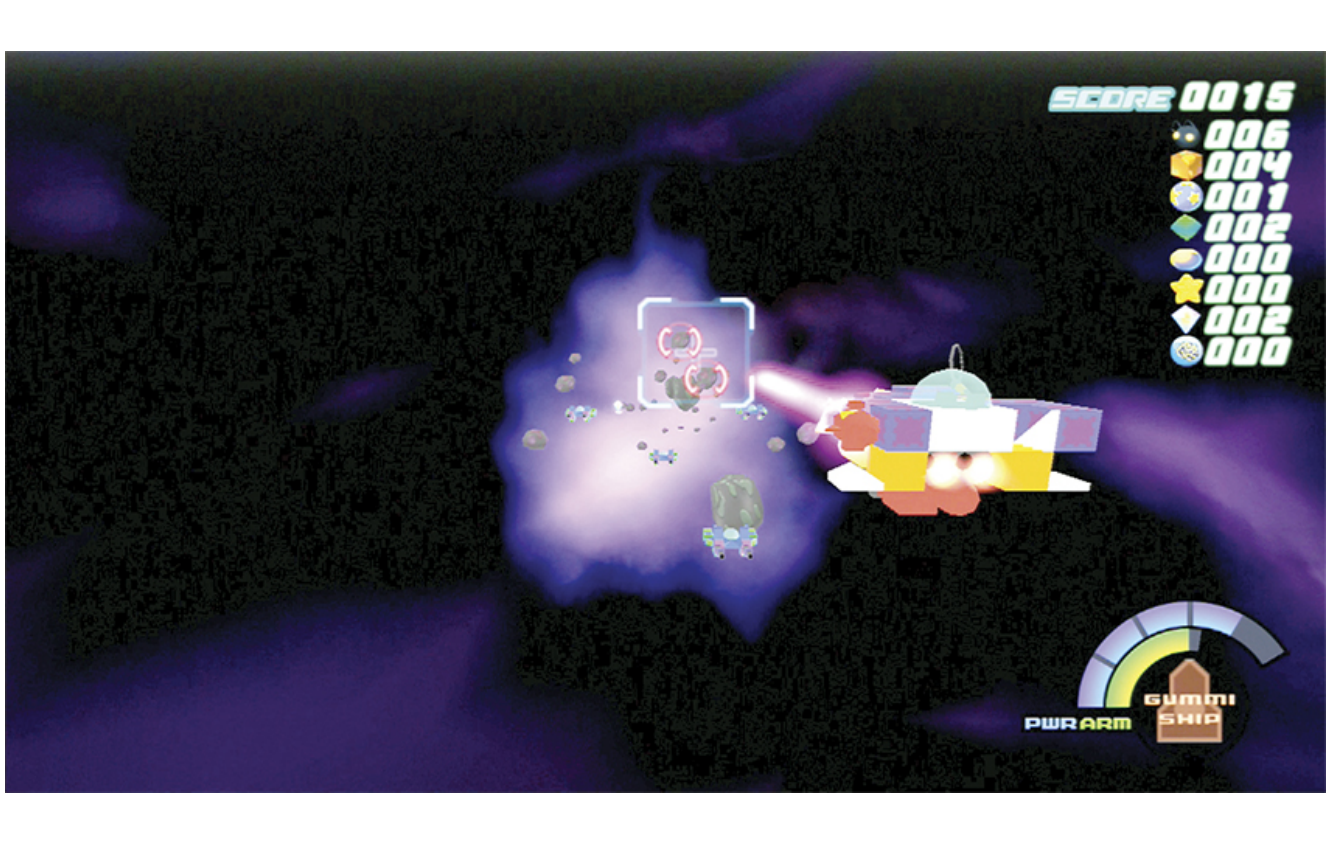
Flight Routes

Select Landing Point
Traverse Town
1st District
Accessory Shop
Magician's Study
Select World

The gummi ship allows you to fly around the Navigational Map and reach distant worlds. As you progress in the game, certain warp holes will open up and give you further access to locations. Review the following for all the flight routes, normal versus warp paths, and any complications you may run into during your travels:



Space Combat



Out in space, you will fly through countless destructible and indestructible obstacles on your flights between worlds. Some obstacles are just in the way; either dodge them or blow them to smithereens. Many obstacles, though, give you special items if you destroy them. Learn your obstacles to take full advantage of their benefits.

Besides obstacles, you have enemies bent on your destruction. As with obstacles, you can evade or destroy them, but many will fight back. Upgrade your weapon early on to make sure you have the firepower to deal with big obstacles and more powerful enemies' ships. Destroyed enemies leave behind gummi blocks, or 10 percent of the time they will leave behind a blueprint of their ship.

Space Obstacles

Obstacle	HP	Damage	Item
Slab (blue)	50	25	Barrier
Small meteorite (green)	50	25	-
Medium-size meteorite (light blue)	50	25	Energy or Shield
Slab (yellow)	200	25	-
Small meteorite (purple)	200	25	-
Small meteorite (red)	300	25	-
Medium-size meteorite (blue)	400	25	-
Large meteorite (purple)	400	50	Special
Pole	500	25	-
Large meteorite (green)	800	50	Special
Slab (orange)	1000	25	-
Medium-size meteorite (green)	1000	25	-
Large meteorite (brown)	2000	50	Special
Barrier	*	100	-
Fossilized lava	*	50	-
Rock with holes	*	50	-
Ring	*	25	-
Cube	*	25	-

If you start destroying things instead of evading them, you will start accumulating items. You can gain six different types of items by flying through the item as it floats in space. The following table explains each item, where it comes from, and what it's good for:

Gummi Travel Items

Item	From	Details
Gummi Block	Enemy Ship	Remodel your gummi ship
Blueprint	Enemy Ship	Build a new gummi ship
Shield	Obstacle	Replenishes armor by one-half segment
Barrier	Obstacle	Replenishes shield by one segment
Energy	Obstacle	Replenishes power by one segment
Special	Obstacle	Replenishes all gauges to full

During your travels, you will be able to perform Gummi Ship Missions. Each world has three missions, and you earn points based on the mission requirements, such as destroying enemy ships or collecting items. For example, the "Survival of the Fittest" mission requires you to use two or fewer gummi blocks and arrive at your destination without taking any damage or using the brakes. To beat some of the tougher missions or to skyrocket your high score, build gummi ships that are tailored specifically for a certain mission.

Enemy Ships

Enemy Ships				
Route	Opponent	HP	Damage	Items *
1	Atomos 2	250	100	Protect-G (1), Dispel-G (7), Dispel-G (3), Dispel-G (6)
1, 2	Ahriman 1 (fast)	50	25	Dispel-G (5), Protect-G (2), Protect-G (3), Protect-G (8)
1, 2	Ahriman 2	50	25	Protect-G (1), Protect-G (5), Dispel-G (7), Protect-G (2)
1, 2	Alexander 2	3000	100	Protect-G (1), Float-G 4, Float-G 6, Float-G 6
1, 2, 14	Ahriman 1 (normal)	50	25	Protect-G (1), Aero-G 6, Aero-G 4, Aero-G 4
1, 2, 3, 4	Goblin	50	25	Shell-G (1), Shell-G (3), Shell-G (2), Dispel-G (1)
1, 11	Sylph 2	50	25	Protect-G (2), Protect-G (4), Protect-G (2), Dispel-G (1)
2, 4	Ramuh 1	150	100	Dispel-G (2), Protect-G (8), Shell-G (3), Shell-G (8)
2, 4	Ramuh 2	150	100	Shell-G (3), Protect-G (7), Shell-G (2), Shell-G (6)
2, 4	Shiva 1 (fast)	50	25	Protect-G (2), Aerora-G 6, Aerora-G 4, Aerora-G 4
2, 4, 14	Shiva 1 (normal)	50	25	Protect-G (1), Dispel-G (4), Shell-G (3), Dispel-G (1)
3	Golem 2	3000	100	Shell-G (2), Protect-G (7), Aero-G SQ, Shell-G (7)
3, 4	Cindy 1 (fast)	50	25	Shell-G (3), Shell-G (5), Aero-G SQ, Dispel-G (1)
3, 4	Odin 2	500	100	Protect-G (3), Aeroga-G 6, Aeroga-G 4, Aeroga-G 4
3, 4, 10, 11	Cindy 2	50	25	Shell-G (2), Shell-G (1), Shell-G (2), Shell-G (6)
3, 4, 14	Cindy 1 (normal)	50	25	Aero-G 6, Aero-G 4, Aero-G 4, Shell-G (2)
3, 5, 6	Sylph 1	50	25	Protect-G (3), Protect-G (5), Dispel-G (3), Aero-G SQ
5	Typhoon 1	6000	100	Protect-G (3), Shell-G (4), Dispel-G (8), Protect-G (8)
5	Typhoon 2	3000	100	Protect-G (2), Aerora-G 6, Aerora-G 4, Aerora-G 4
5, 6	Adamant 1	50	50	Shell-G (3), Float-G 6, Float-G 4, Float-G 4
5, 6	Carbuncle 1 (normal)	50	25	Protect-G (3), Shell-G (7), Aero-G SQ, Dispel-G (3)
5, 6	Carbuncle 1 (fast)	50	25	Shell-G (1), Float-G 6, Float-G 4, Float-G 4
5, 6, 7, 8, 9	Mindy (normal)	50	25	Dispel-G (1), Tornado-G 4, Tornado-G 6, Tornado-G 6
5, 7, 8	Atomos 1	1000	100	Shell-G (1), Shell-G (8), Shell-G (1), Shell-G (3)
5, 7, 8	Bomb 1 (normal)	50	25	Shell-G (3), Shell-G (3), Shell-G (8), Dispel-G (1)
5, 7, 8	Bomb 1 (fast)	50	25	Dispel-G (1), Aeroga-G 6, Aeroga-G 4, Aeroga-G 4
5, 7, 8	Golem 1	3000	100	Protect-G (3), Shell-G (7), Shell-G (8), Dispel-G (8)
5, 7, 8	Sandy	50	25	Shell-G (2), Shell-G (5), Shell-G (1), Shell-G (2)
5, 7, 8, 9	Bomb 2 (fast)	50	25	Dispel-G (2), Dispel-G (1), Dispel-G (2), Dispel-G (3)
6	Carbuncle 2	50	25	Shell-G (2), Protect-G (4), Shell-G (1), Shell-G (1)
6	Diablos 2	2000	100	Protect-G (3), Protect-G (5), Dispel-G (2), Protect-G (7)
6, 7, 9, 10, 11, 12	Deathguise 1	300	100	Shell-G (3), Aero-G SQ, Dispel-G (3), Dispel-G (6)
6, 10	Lamia 3 (fast)	50	25	Protect-G (2), Tornado-G 4, Tornado-G 6, Tornado-G 6
6, 10, 11	Lamia 3 (normal)	50	25	Protect-G (2), Aero-G 6, Aero-G 4, Aero-G 4
7, 9	Lamia 1	50	25	Protect-G (1), Protect-G (6), Protect-G (1), Dispel-G (2)
7, 9	Lamia 2	50	25	Protect-G (2), Protect-G (8), Dispel-G (4), Protect-G (4)
8, 9	Catoblepas 1	50	50	Protect-G (1), Protect-G (6), Protect-G (3), Dispel-G (1)
8, 9	Catoblepas 2	50	50	Protect-G (3), Aerora-G 4, Aerora-G 6, Aerora-G 6
8, 9	Diablos 1	2000	100	Protect-G (2), Aeroga-G 4, Aeroga-G 6, Aeroga-G 6
8, 9	Stingray 1 (normal)	50	25	Protect-G (2), Float-G 6, Float-G 4, Float-G 4
8, 9, 10, 11, 12	Stingray 2	50	25	Aero-G SQ, Shell-G (4), Dispel-G (5), Shell-G (5)
8, 9, 12	Bomb 2 (fast)	50	25	Dispel-G (3), Aero-G 4, Aero-G 6, Aero-G 6
9	Mindy (fast)	50	25	Shell-G (1), Protect-G (4), Shell-G (3), Shell-G (2)
9	Stingray 1 (fast)	50	25	Protect-G (3), Shell-G (4), Protect-G (2), Shell-G (4)
10	Adamant 2	50	50	Dispel-G (2), Shell-G (6), Dispel-G (1), Dispel-G (2)
10	Serpent	100	50	Protect-G (1), Aero-G 4, Aero-G 6, Aero-G 6
10	Shiva 2 (fast)	50	25	Shell-G (1), Float-G 4, Float-G 6, Float-G 6
10, 11	Deathguise 2 (normal)	500	100	Dispel-G (2), Aerora-G 4, Aerora-G 6, Aerora-G 6
10, 11, 12	Deathguise 2 (fast)	500	100	Dispel-G (3), Shell-G (4), Dispel-G (5), Shell-G (4)
10, 11, 14	Shiva 2 (normal)	50	25	Protect-G (3), Dispel-G (8), Dispel-G (3), Dispel-G (2)
10, 12	Leviathan 1	1000	100	Shell-G (2), Protect-G (7), Shell-G (1), Dispel-G (1)
11	Alexander 1	15000	100	Protect-G (2), Tornado-G 6, Tornado-G 4, Tornado-G 4
11	Omega 1	3000	100	Protect-G (1), Dispel-G (5), Dispel-G (3), Dispel-G (2)
11	Omega 2 (normal)	3000	100	Protect-G (3), Shell-G (7), Protect-G (2), Dispel-G (3)
11	Omega 2 (fast)	3000	100	Protect-G (1), Float-G 4, Float-G 6, Float-G 6
11	Omega 3	6000	100	Protect-G (2), Protect-G (4), Protect-G (1), Dispel-G (1)
12	Leviathan 2	250	100	Shell-G (1), Dispel-G (4), Aero-G 6, Dispel-G (2)
13	Imp	50	25	Dispel-G (1), Protect-G (7), Dispel-G (3), Dispel-G (2)
13	Remora	50	25	Shell-G (3), Protect-G (5), Aero-G 6, Aero-G 6
13	Siren 1	50	25	Protect-G (1), Aeroga-G 6, Aeroga-G 4, Aeroga-G 4
14	Ifrit 1	50	50	Shell-G (2), Aeroga-G 4, Aeroga-G 6, Aeroga-G 6
14	Ifrit 2	50	50	Shell-G (2), Dispel-G (8), Shell-G (1), Dispel-G (3)
14	Odin 1	500	100	Protect-G (2), Dispel-G (3), Protect-G (1), Dispel-G (7)
14	Siren 2	50	25	Protect-G (3), Dispel-G (5), Protect-G (1), Dispel-G (1)

*Only one of the items from the list will appear, with the following probability: 1st item -- 40%; 2nd item -- 30%; 3rd item -- 20%; and 4th item -- 10%.

In the Garage

(Weapon) Ultima-G
Large laser.
R1
R2
L2
3

So you want to create a new gummi ship? Enter the Gummi Garage from the Navigational Map and watch Chip and Dale's tutorial the first time you visit the garage. Experiment with the garage controls and repeat the tutorial if you need any more help. Explore the three-dimensional garage space and don't be afraid to try different combinations. Most of all, have fun!

Garage Controls

Mode	Input	Description
Select	directional buttons Up / Down	Scroll through gummi blocks
Select	directional buttons Left / Right	Scroll through gummi block classes
Select	left analog stick	Rotate gummi block
Select	right analog stick	Rotate view of grid
Select	■	Paint (requires spray)
Select	▲	Color palette (in paint mode, requires palette)
Select	●	Exit to gummi menu
Select	✕ or R1	Build Mode
Build	directional buttons	Move cursor / gummi according to view
Build	left analog stick	Rotate selected gummi block
Build	right analog stick	Rotate view of grid
Build	L1	Move cursor up on the grid
Build	L2	Move cursor down on the grid
Build	▲	Start from scratch (when entire ship is selected)
Build	■	Select entire ship
Build	●	Detach selected gummi
Build	✕	Attach gummi
Build	Hold ✕	Reposition selected gummi
Build	R1	Return to Select Mode
Build	R2	Enter Inspect Mode
Build	SELECT	Build Mode gummi guide
Inspect	right analog stick	Rotate gummi ship
Inspect	L1	Zoom in
Inspect	L2	Zoom out
Inspect	▲	Display features
Inspect	■	Display report
Inspect	● or R2	Return to Build Mode
Inspect	✕	Test equipment
Inspect	SELECT	Inspect / Select Mode gummi guide
Inspect	START	Exit to Gummi Garage

Select the Garage option when you're ready to build. You'll see a list of all your blueprints: blue are for ships that you've saved; green must be built to the specifications of the model. If you don't have enough gummi blocks to complete a ship, you can start building it and save it for further remodeling later. As you acquire new gummi blocks they will appear in the garage ready for your favorite vessel or brand-new ship.

Gummi Ship Blueprints

Blueprint	Condition
Kingdom	Basic ship
Geppetto	Defeat Parasite Cage (second time) and speak to Geppetto
Cid	Defeat 500 Heartless, then speak with Geppetto
Cactuar	Defeat 1000 Heartless, then speak with Geppetto
Yuffie	Defeat 1500 Heartless, then speak with Geppetto
Aerith	Defeat 3000 Heartless, then speak with Geppetto
Leon	Defeat 4000 Heartless, then speak with Geppetto
Hyperion	Defeat 5000 Heartless, then speak with Geppetto
Chocobo	Visit Geppetto's House in Traverse Town 30 times, then speak with Pinocchio
All Others	10% chance after ship's destruction

Certain blueprints will require you to upgrade your computer system or construction area. If a blueprint's model is too complex for your current setup, talk to Cid about purchasing a COM.LV2 or COM.LV3 upgrades. If a blueprint's model is too large for your current setup, talk to Cid about purchasing the SYS.UP1 and SYS.UP2 upgrades.

Next, select a gummi block. Left and right alters the type of block, from cockpit to weapon; up and down selects the specific gummi block you want to equip. You can rotate the block and/or the ship to find the best fit, then confirm your choice. A green dot above the confirmation symbol means the block can be installed, while red means the selected block is either not available or is incompatible with an existing ship part.

Tip

If you own a Spray gummi block, you can paint your gummi ship different colors.

Check that your gummi ship has all the parts you want in your garage before you save it. For example, you want your Engine blocks facing to the rear and you don't want to forget to include weapons before leaving on missions.

Gummi Blocks

(Design) Paper-G
A decorative pair of gloves.
R1
1

There are a ton of options for your gummi ships. The best way to discover what you like is to play around with the gummi blocks that you find or purchase. Create various ships with different configurations to see which will be the keeper.

To help you get started, here's the rundown on the main types of gummi blocks. See the "Gummi Parts" table for details on all the blocks.

Armor: As discussed before, armor is your ship's HP rating. Gummi blocks like Shell-G and Protect-G increase your armor.

Cockpits: You can't fly without one! It's your seat, after all. Cure-G and Curaga-G cockpits increase the benefits from armor as you collect recovery items, while Life-G and Full-Life-G cockpits automatically refill a portion of the armor gauge once during flight if your armor reaches zero.

Engines: These determine how fast your ship cruises. Fire-G, Flare-G, and Holy-G are examples of engine gummi blocks. Holy-G is the speediest and will rocket you through space, but you might want a slower engine if you plan on collecting items.

Weapons: You can have up to 10 weapons on certain gummi ships! The Thunder class of gummi provides your firepower, and Ultima-G is the finest weapon available. It will blast through some enemies and hit the enemies behind them as well, or it might loop around to strike the same enemy ship twice. Stack smaller weapons to form a barrage that obliterates enemies in one or two shots.

Wings: Your maneuverability is based on your wing gummi, which include the Aero class, Float-G, and Tornado-G.

Special Gummis: Add new capabilities to your ship with gummis like Scan-G to spy enemy armor points and Osmose-G to suck items toward your craft.

Gummi Parts

Cockpits

Name	Size	Max	Price	Armor
Cure-G	2x2x2	1	-	200
Curaga-G	2x2x2	1	500	200
Life-G	2x2x2	1	750	200
Full-Life-G	2x2x2	1	-	200

Engines

Name	Size	Max	Price	Armor	TopSpd	LowSpd	Horsepower
Fire-G	1x1x1	6	120	10	80	60	10
Fira-G	1x1x2	6	250	20	90	70	20
Firaga-G	2x2x2	4	500	30	100	80	50
Flare-G	1x1x3	4	1000	40	110	90	30
Holy-G	2x2x2	2	1500	50	120	100	80

Wings

Name	Size	Max	Price	Sell	Armor	Handling
Aero-G	1x1x1	99	20	1	5	98
Aero-G	1x1x1	99	20	1	5	98
Aero-G	1x1x1	99	20	1	5	98
Aerora-G	1x1x2	30	40	2	15	105
Aerora-G	1x1x2	30	40	2	15	105
Aeroga-G	1x1x3	20	-	4	12	110
Aeroga-G	1x1x3	20	-	4	12	110
Float-G	1x1x3	10	-	3	8	110
Float-G	1x1x3	10	-	3	8	110
Tornado-G	2x1x2	10	-	5	10	120
Tornado-G	2x1x2	10	-	5	10	120

Armor

Name	Size	Max	Price	Sell	Armor
Protect-G	1x1x1	99	20	2	5
Protect-G	1x1x1	99	20	2	3
Protect-G	1x1x1	99	20	2	3
Protect-G	1x1x1	30	20	2	4
Protect-G	1x1x1	30	20	2	4
Protect-G	1x1x1	10	20	2	3
Protect-G	1x1x1	10	20	2	3
Protect-G	1x1x1	10	20	2	3
Shell-G	1x1x1	99	-	3	10
Shell-G	1x1x1	99	-	3	5
Shell-G	1x1x1	99	-	3	5
Shell-G	1x1x1	20	-	3	7
Shell-G	1x1x1	20	-	3	7
Shell-G	1x1x1	8	-	3	5
Shell-G	1x1x1	8	-	3	5
Shell-G	1x1x1	8	-	3	5
Dispel-G	1x1x1	99	-	4	15
Dispel-G	1x1x1	99	-	4	7
Dispel-G	1x1x1	99	-	4	7
Dispel-G	1x1x1	10	-	4	12
Dispel-G	1x1x1	10	-	4	12
Dispel-G	1x1x1	6	-	4	7
Dispel-G	1x1x1	6	-	4	7
Dispel-G	1x1x1	6	-	4	7

Special Gummis

Name	Size	Max	Price	Armor	Energy Use
Drain-G	4x1x1	4	500	15	1
Drain-G	4x1x1	4	500	15	1
Esuna-G	1x1x1	6	400	10	0
Esuna-G	1x1x1	10	250	10	0
Haste-G	1x1x2	2	1000	30	0
Haste2-G	1x1x2	2	1500	30	0
Osmose-G	4x1x1	2	1000	15	1
Osmose-G	4x1x1	2	1000	15	1
Warp-G	1x1x1	1	-	0	0
Transform-G	1x1x1	1	-	10	1
Scan-G	1x2x1	2	250	15	0
Scan-G	1x2x1	2	500	15	0
Shield-G	1x1x2	1	500	10	0
Shield2-G	1x1x2	1	1500	10	0

Weapons

Name	Size	Max	Price	Armor	Power	Power Use
Thunder-G	1x1x2	10	500	25	50	0
Thundara-G	1x1x2	8	1000	30	75	0
Thundaga-G	1x1x3	6	1500	35	100	0

Lasers

Name	Size	Total	Price	Armor	Power	Power Use
Comet-G	1x1x2	8	500	30	1000	0.1
Meteor-G	1x1x2	6	1500	35	300	0.1
Ultima-G	1x1x3	4	2500	40	100	0.1

Ship Blueprints

Blueprint	Def	Spd	Atk	Where Found
Kingdom	***	*	*	Default model
Hyperion	***	***	***	Defeat more than 5000 Heartless, learn all summons, talk to Geppetto
Geppetto	***	*	*	At Geppetto's House, talk to Geppetto
Cid	***	*	0	Defeat 500 Heartless, talk to Geppetto
Leon	***	**	**	Defeat 4000 Heartless, talk to Geppetto
Yuffie	***	*	0	Defeat 1500 Heartless, talk to Geppetto
Aerith	***	*	**	Defeat 3000 Heartless, talk to Geppetto
Cactuar	***	*	0	Defeat 1000 Heartless, talk to Geppetto
Chocobo	***	*	0	Enter Geppetto's House 30 times or more, then speak to Pinocchio
Cindy	**	*	*	Defeat Cindy ships
Shiva	***	*	*	Defeat Shiva ships
Lamia	**	*	0	Defeat Lamia ships
Sandy	***	*	0	Defeat Sandy ships
Sylph	***	*	*	Defeat Sylph ships
Carbuncle	**	*	0	Defeat Carbuncle ships
Mindy	***	**	**	Defeat Mindy ships
Goblin	***	*	*	Defeat Goblin ships
Bomb	**	*	0	Defeat Bomb ships
Remora	**	*	*	Defeat Remora ships
Ahriman	***	**	0	Defeat Ahriman ships
Imp	**	*	0	Defeat Imp ships
Siren	**	*	0	Defeat Siren ships
Stingray	*	*	0	Defeat Stingray ships
Catoblepas	**	*	0	Defeat Catoblepas ships
Adamant	***	*	*	Defeat Adamant ships
Serpent	***	**	*	Defeat Serpent ships
Ifrit	***	*	*	Defeat Ifrit ships
Odin	***	*	**	Defeat Odin ships
Atomos	***	*	*	Defeat Atomos ships
Golem	***	*	*	Defeat Golem ships
Diablos	***	***	***	Defeat Diablos ships
Deathguise	***	**	*	Defeat Deathguise ships
Typhoon	***	**	*	Defeat Typhoon ships
Alexander	***	*	*	Defeat Alexander ships
Leviathan	***	***	***	Defeat Leviathan ships
Ramuh	***	***	*	Defeat Ramuh ships
Omega	***	*	0	Defeat Omega ships

Magic & Summoning

Spells

Type	Spell	Learned Where	Cost	Attack Type	Power	Effects
Fire	Fire	Traverse Town	1/2 Charge segment	Fire	Max MP + 20	A fireball that automatically homes in on remote targets but does not execute sharp turns. Can only hit one target.
Fire	Fira	Agrabah	1/2 Charge segment	Fire	Max MP + 24	
Fire	Firaga	Hollow Bastion	1/2 Charge segment	Fire	Max MP + 30	
Blizzard	Blizzard	Wonderland	1 Charge segment	Blizzard	Max MP + 22	Short-range attack that flings seven ice crystals, covering a conical area. Increased power widens the cone. Opponents who are hit by several crystals do not take accumulated damage. Attack can be parried with a shield.
Blizzard	Blizzara	Agrabah	1 Charge segment	Blizzard	Max MP + 26	
Blizzard	Blizzaga	Olympus Coliseum	1 Charge segment	Blizzard	Max MP + 32	
Thunder	Thunder	Olympus Coliseum	1 MP	Thunder	(Max MP x2) + 14	Creates flashes of lightning around Sora or the locked-on target. Increased power improves the range. This spell can damage several targets.
Thunder	Thundera	Atlantica	1 MP	Thunder	(Max MP x2) + 18	
Thunder	Thundaga	Olympus Coliseum	1 MP	Thunder	(Max MP x2) + 22	
Cure	Cure	Deep Jungle	1 MP	-	(Max MP x3) + 9	Restores a character's HP. Best used at a distance from the battle action, as it has a short preparatory stage.
Cure	Cura	Neverland	1 MP	-	(Max MP x3) + 27	
Cure	Curaga	Hollow Bastion	1 MP	-	Restores nearly all HP	
Gravity	Gravity	Olympus Coliseum	1 MP	% Attack	(Max MP x5) + 40 (in %)	Creates a dark sphere. Targets within its radius take a % of their Max HP (damage). If Sora has at least 12 Max HP when using Gravity, at least 9 Max HP with Gravira and at least 6 Max HP with Graviga, the taget's HP drops to 0. However, most boss monsters are almost immune to % attacks.
Gravity	Gravira	Halloween Town	1 MP	% Attack	(Max MP x5) + 55 (in %)	
Gravity	Graviga	Olympus Coliseum	1 MP	% Attack	(Max MP x5) + 70 (in %)	
Stop	Stop	Monstro	2 MP	Stop	Max MP + 2 (seconds)	The target is stopped for the duration of Max MP + 2 seconds. The effect unfolds around Sora or around the locked-on target. Increased power improves the range. If you attack stopped targets, they take damage as soon as the effect of the spell wears off.
Stop	Stopra	Hundred Acre Wood	2 MP	Stop	Max MP + 2 (seconds)	
Stop	Stopga	Neverland	2 MP	Stop	Max MP + 2 (seconds)	
Aero	Aero	Traverse Town	2 MP	-	-	A barrier that reduces damage taken by enemy attacks by half is created around Sora or the locked-on target for the duration of Max MP + 18 seconds. Aerora and Aeroga deal damage to opponents who touch the barrier. Summon dissolves the protective barrier.
Aero	Aerora	Neverland	2 MP	-	(Max MP of target x2) + 6	
Aero	Aeroga	Traverse Town	2 MP	-	(Max MP of target x2) + 6	

Party Magic

Sora's Magic	Enhances
Fire type	Jack's Blazing Fury
Blizzard type	Jack's Icy Terror
Thunder type	Ariel's Thunder Potion / Jack's Bolts of Sorrow
Cure type	Tarzan's Healing Herb / Ariel's Cure Potion
Gravity type	Jack's Ghostly Scream
Aero type	Tarzan's Wind Armor / Ariel's Aero Potion / Peter Pan's Storm's Eye
Stop type	Peter Pan's Time-Out

Summoning

Ally	World	Location	Given By
Simba	Traverse Town	Secret Waterway	Leon
Genie	Agrabah	Keyhole	Aladdin
Dumbo	Monstro	Monstro's Belly	Treasure Chest
Tinker Bell	Neverland	Keyhole	Peter Pan
Mushu	Hollow Bastion	Dragon	Defeating Dragon
Bambi	Hundred Acre Wood	Hunny Tree	Naturespark

Trinity Locations

Blue Trinities

World	Location	Rewards
Traverse Town	First District, near tables	Postcard
Traverse Town	First District, near the town's exit	Munny
Traverse Town	Third District, ramp behind fountain	Munny, Camping Set
Traverse Town	Mystical House, near the save point	Munny, Mega-Ether
Wonderland	Lotus Forest	Ether, Potion, Tent, MP
Wonderland	Lotus Forest	Camping Set, MP
Deep Jungle	Camp	Dalmatians 34, 35, 36
Deep Jungle	Climbing Trees	Dalmatians 31, 32, 33
Olympus Coliseum	Coliseum Gates	Dalmatians 22, 23, 24
Olympus Coliseum	Coliseum Gates	Mythril Shard
Agrabah	Bazaar	Munny, Mega-Ether
Agrabah	Cave of Wonders, Silent Chamber	Thunder-G
Monstro	Mouth	Munny, Potion (x2), Cottage
Monstro	Throat	Munny, Mythril Shard
Monstro	Chamber 5	Munny, Cottage
Hollow Bastion	Dungeon	Mega-Ether, Mega-Potion, Cottage, HP
Hollow Bastion	Great Crest	Cottage (x2), Megalixir, MP

Red Trinities

World	Location	Rewards
Traverse Town	First District, alley where Sora woke up	Opens access
Traverse Town	Alleyway, entrance to Secret Waterway	Opens access
Traverse Town	Second District, roof of Gizmo Shop	Access to bell
Agrabah	Cave of Wonders, Treasure Room	Munny, Mythril Shard
Halloween Town	Oogie's Manor	Mythril Shard
Hollow Bastion	Entrance Hall	Emblem Piece

Green Trinities

World	Location	Rewards
Olympus Coliseum	Coliseum Gates	Mythril
Traverse Town	Accessory Shop	Access to Item Workshop
Agrabah	Storage Room	Power Up
Neverland	Ship's Cabin	Access to Captain's Cabin
Hollow Bastion	Library (second floor)	Reach book on shelf
Wonderland	Rabbit Hole, near save point	Elixir
Wonderland	Bizarre Room, in the fireplace	Mythril Shard
Monstro	Mouth, on top of Geppetto's ship	Mythril Shard
Deep Jungle	Treetop	Mythril Shard, HP

Yellow Trinities

World	Location	Rewards
Olympus Coliseum	Coliseum Lobby	Keyhole
Traverse Town	Mystical House, behind house	Power Up
Neverland	Ship's Hold	Dispel-G, Orichalcum, Aero upgrade
Agrabah	Cave of Wonders, Hall	Pillar drops

White Trinities

World	Location	Rewards
Wonderland	Lotus Forest, through portrait	Lady Luck
Deep Jungle	Cavern of Hearts	Orichalcum
Olympus Coliseum	Coliseum Gates	Violetta
Traverse Town	Secret Waterway	Orichalcum
Agrabah	Cave of Wonders, Entrance	Comet-G
Monstro	Chamber 6	Thundaga-G
Atlantica	Triton's Palace	Orichalcum
Halloween Town	Moonlight Hill	Comet-G
Neverland	Pirate Ship, on the deck	Meteor-G
Hollow Bastion	Rising Falls	Firaga-G

Dalmations

Dalmations

Puppies	World	Map Location
1, 2, 3	Traverse Town	2-16
4, 5, 6	Traverse Town	2-8
7, 8, 9	Traverse Town	2-20
10, 11, 12	Traverse Town	2-19
13, 14, 15	Wonderland	3-4
16, 17, 18	Wonderland	3-4
19, 20, 21	Wonderland	3-5
22, 23, 24	Olympus Coliseum	4-1
25, 26, 27	Deep Jungle	5-7
28, 29, 30	Deep Jungle	5-5
31, 32, 33	Deep Jungle	5-4
34, 35, 36	Deep Jungle	5-8
37, 38, 39	Agrabah	6-17
40, 41, 42	Halloween Town	9-9
43, 44, 45	Neverland	10-12
46, 47, 48	Agrabah	6-7
49, 50, 51	Agrabah	6-10
52, 53, 54	Agrabah	6-17
55, 56, 57	Monstro	7-4
58, 59, 60	Wonderland	3-3
61, 62, 63	Hollow Bastion	11-15
64, 65, 66	Halloween Town	9-14
67, 68, 69	Halloween Town	9-2
70, 71, 72	Halloween Town	9-2
73, 74, 75	Monstro	7-1
76, 77, 78	Monstro	7-7
79, 80, 81	Monstro	7-6
82, 83, 84	Neverland	10-2
85, 86, 87	Neverland	10-4
88, 89, 90	Neverland	10-10
91, 92, 93	Hollow Bastion	11-1
94, 95, 96	Hollow Bastion	11-2
97, 98, 99	Hollow Bastion	11-10

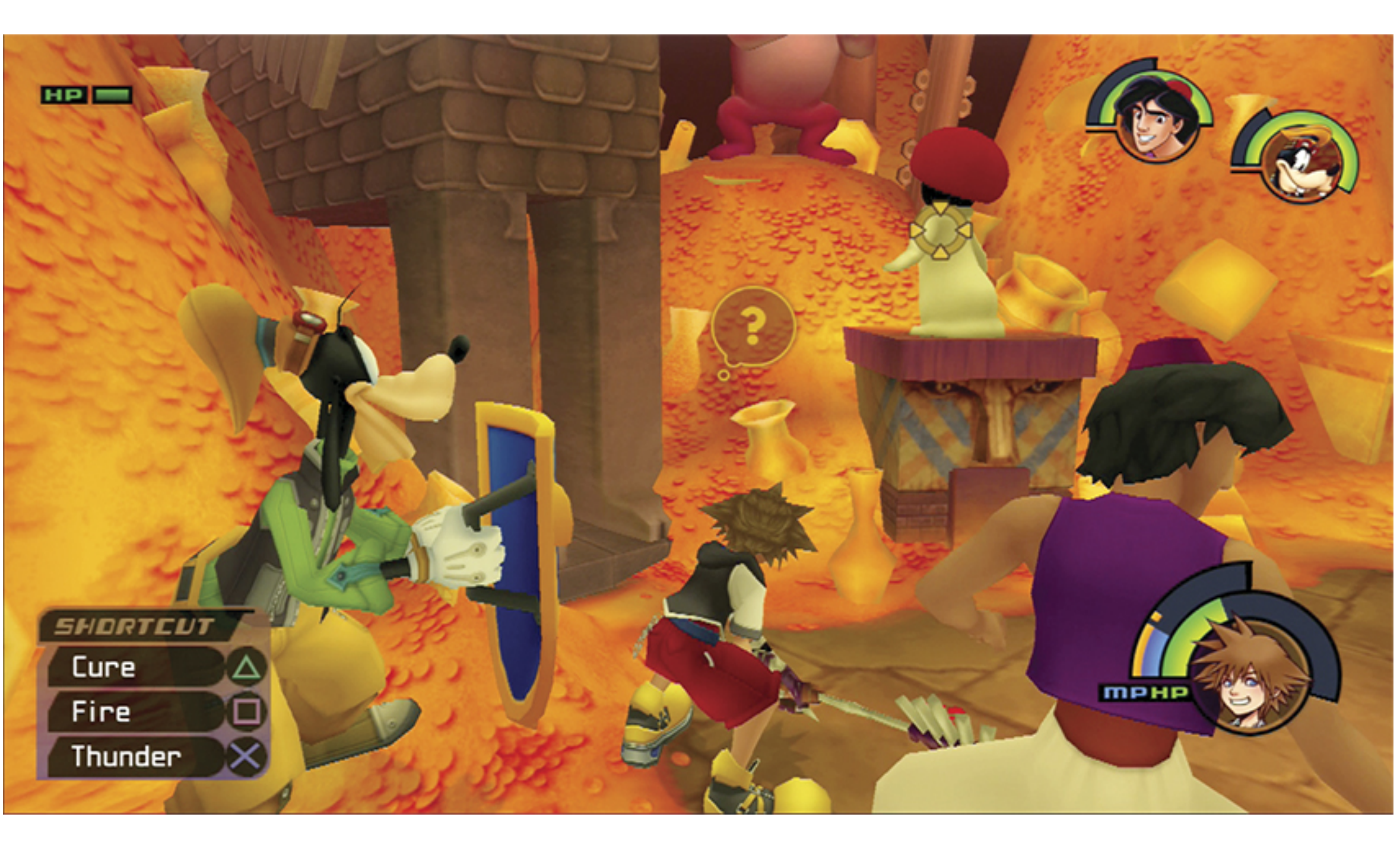
Puppies Found	Item
12	Curaga-G
21	Firaga-G
30	Thundara-G
42	Mythril Shard
51	Torn Page + Mythril
60	Megalixir
72	Orichalcum
81	Ultima G
90	Ribbon
99	Aeroga + all gummi blocks

Mushrooms

Mushrooms

Most mushrooms you run into are friendly, or at least have a chance of giving you rarer items in the game. Keep in mind, though, your time with them is limited. If you wait too long to interact with them, do nothing, or attack the White Mushrooms, they will disappear. When you find these unusual creatures, pause your current quest and take advantage of the reward mushrooms have to offer.

White Mushrooms



White Mushrooms like to play charades. They won't harm you, and will go away if you attack them or ignore them, but if you play with them the correct way, they can give you valuable items. White Mushrooms will act out what spell they want you to cast on them. If you cast the correct spell, the White Mushroom claps its hands and continues; the wrong spell sends the creature scurrying away. Cast the same spell correctly three times in a row and you earn an award according to the "White Mushroom Rewards" table.

The first time you play with the White Mushrooms successfully, they reward you with the Arts items: Fire, Blizzard, Thunder, Cure, Gravity, Stop, and Aero. Collect all seven and return to Merlin in the Magician's Study. The wizard will hand you Goofy's Dream Shield. Even after you collect all the Arts items, you can still play with the White Mushrooms for a chance at special gems and Mystery Goo.

MUSHROOM CHARADES

Behaviour	Spell Required
Shivers and crosses its arms	Fire
Fans itself	Blizzard
Hangs its head with a light above it	Thunder
Lies down	Cure
Floats	Gravity
Stiffens	Stop
Rotates	Aero

WHITE MUSHROOM LOCATIONS

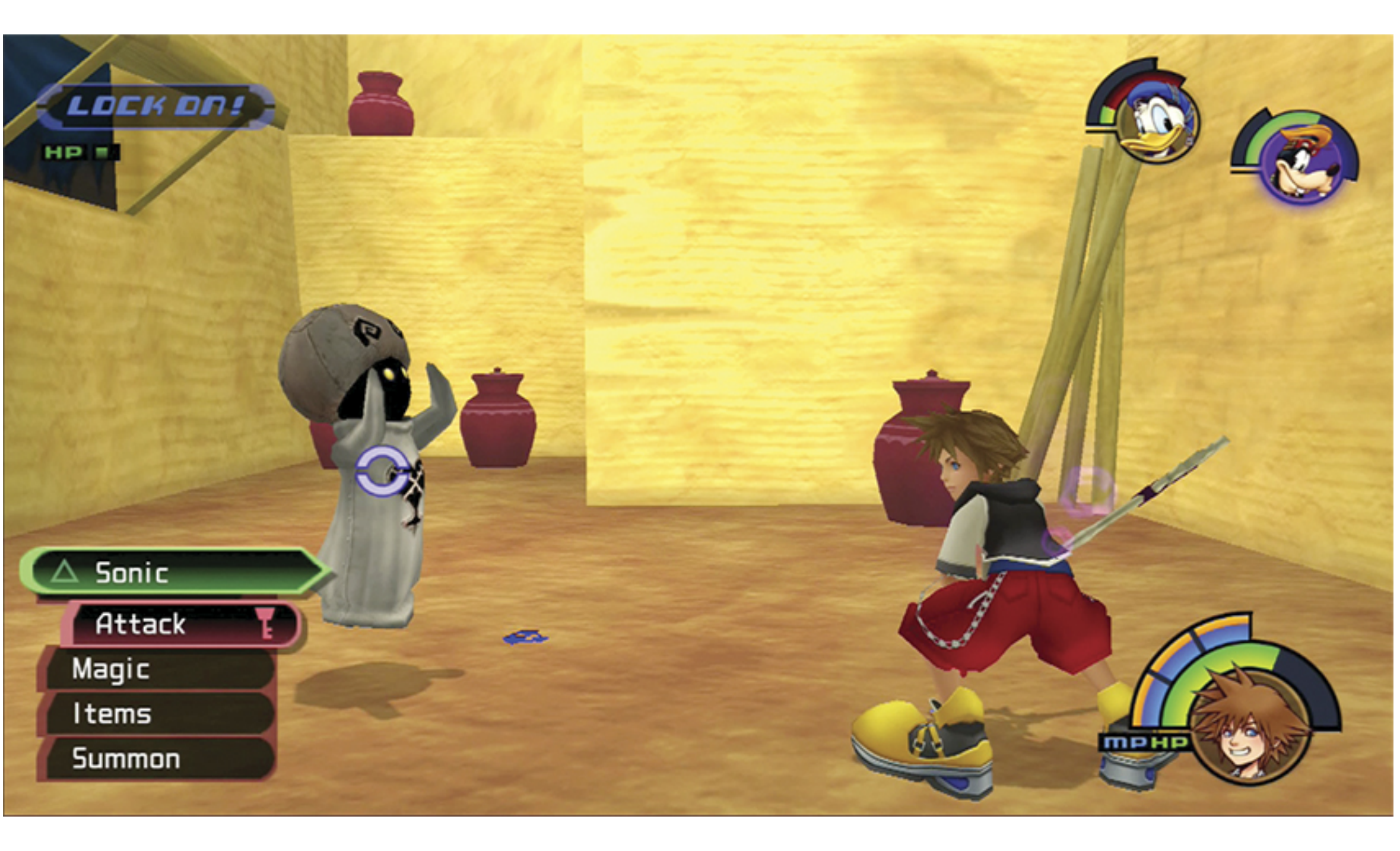
World	Areas	Magic Asked For
Traverse Town	Red Room	Fire, Blizzard, or Thunder
Wonderland	Lotus Forest	Fire, Blizzard, or Thunder
Olympus Coliseum	Hades Cup	Fire, Blizzard, or Thunder
Deep Jungle	Tree House, Camp	Fire, Blizzard, Thunder, or Cure
Agrabah	Treasure Room	Fire, Blizzard, Thunder, or Gravity
Atlantica	Undersea Cave, Below Deck	Fire, Blizzard, Thunder, or Stop
Halloween Town	Graveyard	Fire, Blizzard, Thunder, or Aero
End of the World	Linked Worlds	Fire, Blizzard, Thunder, Cure, Gravity, Stop, or Aero

WHITE MUSHROOM REWARDS

Spell Type (3x in a row)	MP Balls, large	Item 1 (100% Chance)	Item 2 (40% Chance)	Item 3 (20% Chance)
Fire	30x	Fire Arts	Blaze Gem	Mystery Goo
Blizzard	30x	Blizzard Arts	Frost Gem	Mystery Goo
Thunder	50x	Thunder Arts	Thunder Gem	Mystery Goo
Cure	50x	Cure Arts	Bright Gem	Mystery Goo
Gravity	70x	Gravity Arts	Lucid Gem	Mystery Goo
Stop	70x	Stop Arts	Power Gem	Mystery Goo
Aero	70x	Aero Arts	Spirit Gem	Mystery Goo

Spell Type (3x in a row)	MP Balls, large	Item 1 (100% Chance)	Item 2 (10% Chance)	Item 3 (10% Chance)
Fire	30x	Blaze Shard	Blaze Gem	Mystery Goo
Blizzard	30x	Frost Shard	Frost Gem	Mystery Goo
Thunder	50x	Thunder Shard	Thunder Gem	Mystery Goo
Cure	50x	Bright Shard	Bright Gem	Mystery Goo
Gravity	70x	Lucid Shard	Lucid Gem	Mystery Goo
Stop	70x	Power Shard	Power Gem	Mystery Goo
Aero	70x	Spirit Shard	Spirit Gem	Mystery Goo

Black Fungus



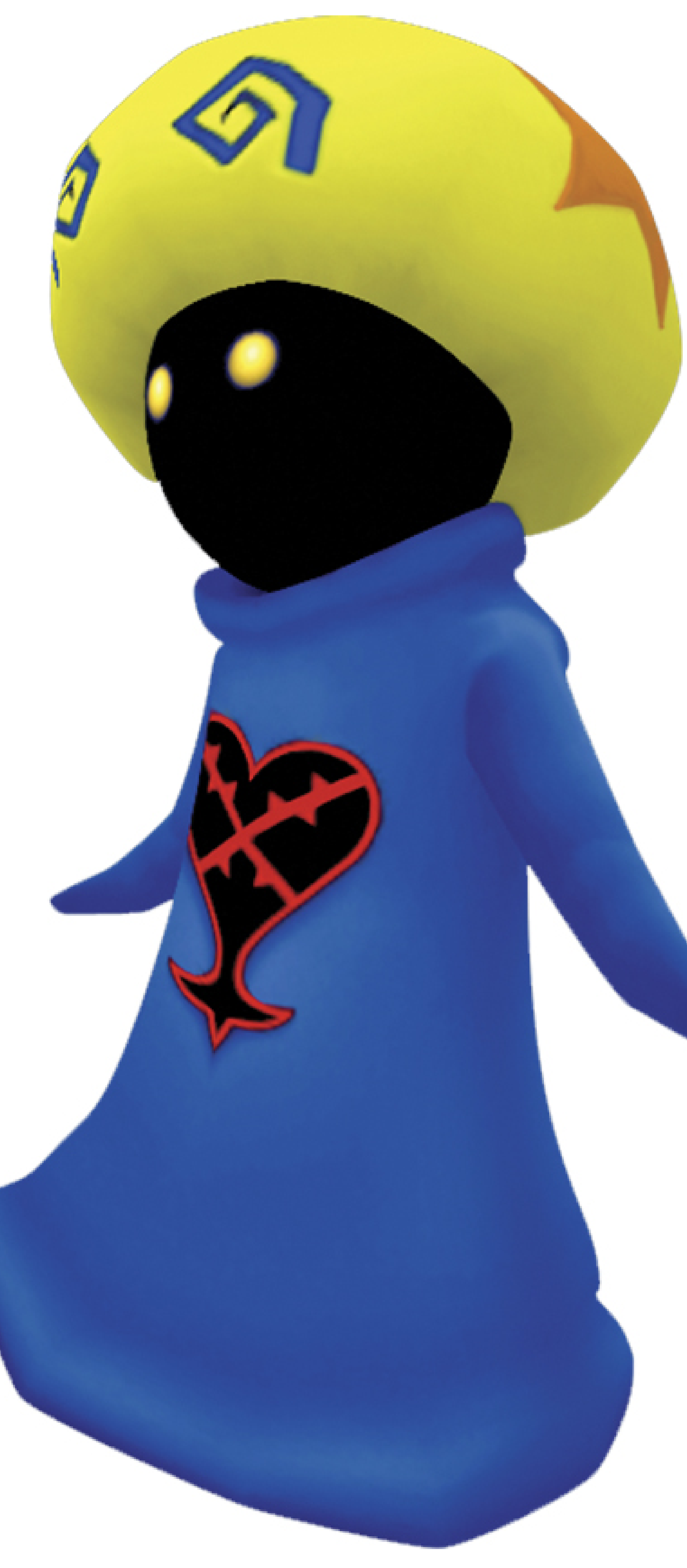
Where White Mushrooms are friendly, Black Fungi are deadly. These opponents release a poisonous cloud that deals significant damage and when they turn a light gray color, they become invulnerable for a short time.

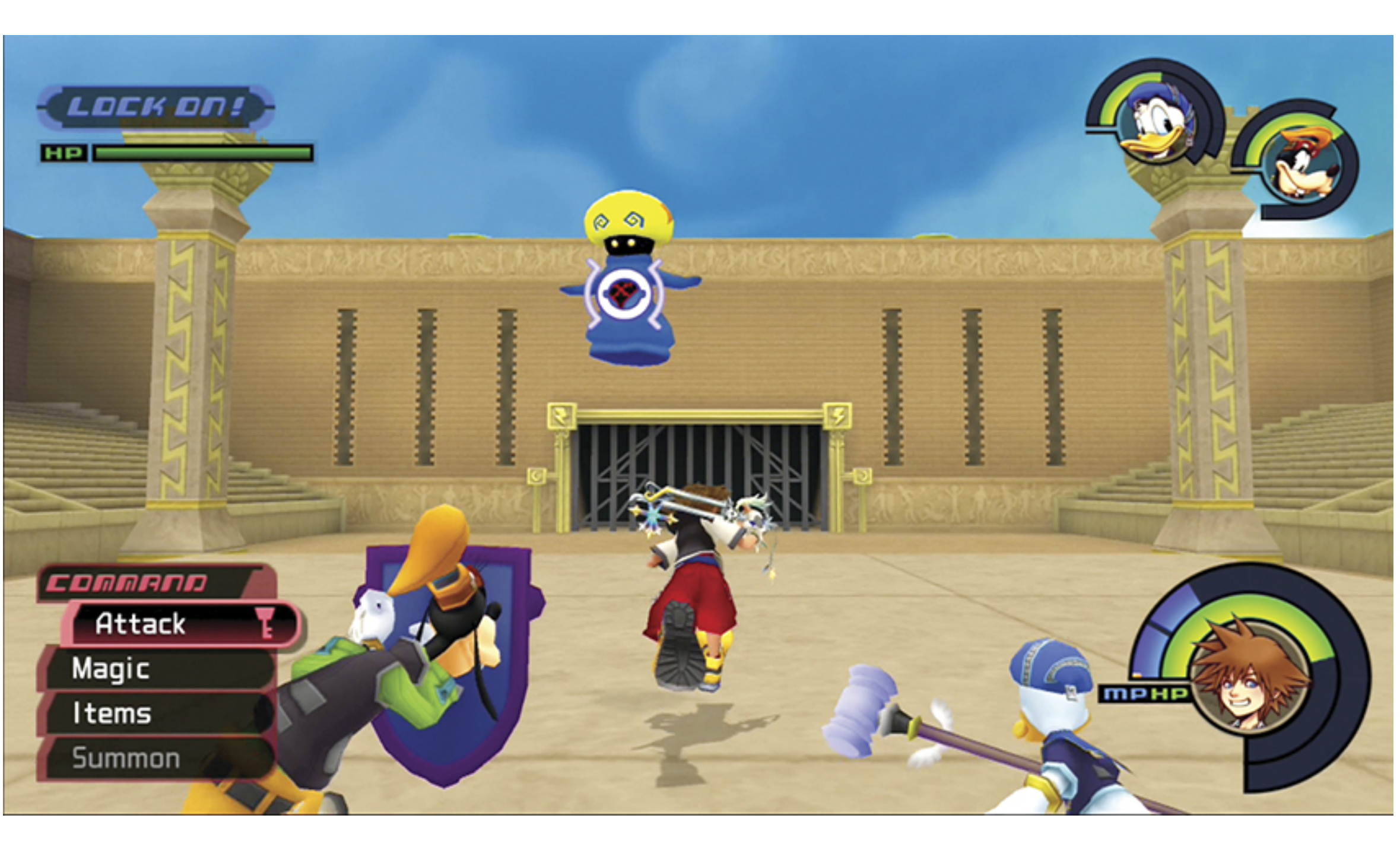
Black Fungus can very rarely drop a Mystery Mold. Before hunting for this item, make sure your whole party is equipped with the Lucky Strike ability to increase your drop percentages. If you destroy a Black Fungus with a critical hit, it has a 50 percent chance of dropping the mold. Unfortunately, it doesn't drop for any Black Fungus in the Coliseum, but if you get one to drop, you can sell it for a tremendous amount of munny.

BLACK FUNGUS LOCATIONS

World	Areas
Agrabah	Bazaar
Halloween Town	Moonlight Hill
Olympus Coliseum	Pegasus Cup, Hades Cup
Hollow Bastion	Cell
End of the World	Linked Worlds

Rare Truffles





Rare Truffles are like White Mushrooms: They want to play a game. This time it involves keeping the Rare Truffle aloft. When a Rare Truffle is on the ground, strike it to bounce it into the air, jump after it, and strike it again to keep it aloft. It takes some practice to strike the creatures just the right way (almost straight up) to keep them floating in the air. To be really fancy, cast Aero and bounce the Truffles off the top of your air shield; you will have to recast the spell often to maintain the creatures in the air. If you can "juggle" the Rare Truffles long enough, they will drop items. See the "Rare Truffle Rewards" table for the items you can earn.

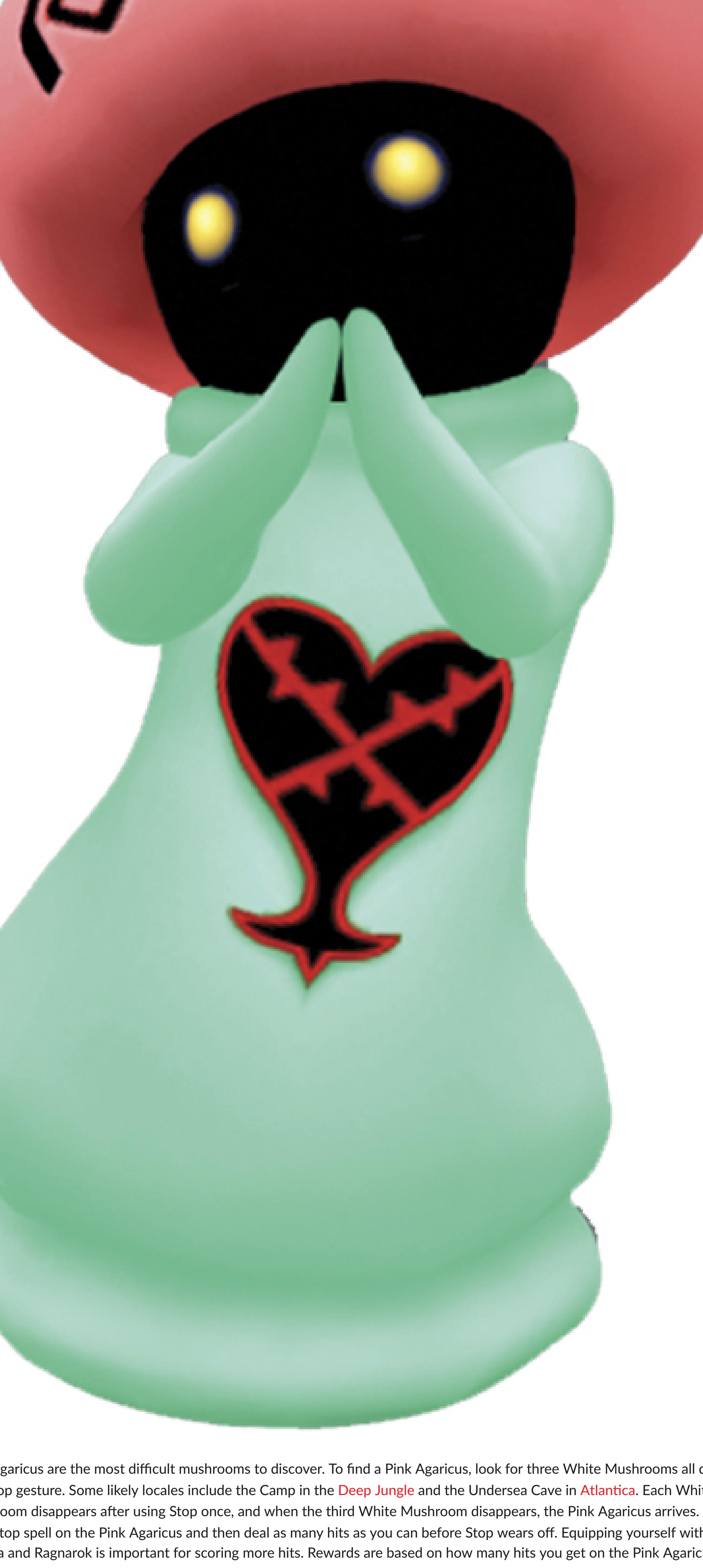
RARE TRUFFLES LOCATIONS

World	Areas
Halloween Town	Bridge
Neverland	Ship's Deck
Olympus Coliseum	Hercules Cup, Hades Cup
Monstro	Throat
End of the World	Linked Worlds

RARE TRUFFLES REWARDS

Number of Strikes	Items
10x	Elixir (100%), Mystery Goo (20%)
50x	Elixir (100%), Shiitake Rank (100%), Mystery Goo (40%)
100x	Elixir, Mystery Goo, and Matsutake Rank (100% each)

Pink Agaricus



Pink Agaricus are the most difficult mushrooms to discover. To find a Pink Agaricus, look for three White Mushrooms all doing the Stop gesture. Some likely locales include the Camp in the Deep Jungle and the Undersea Cave in Atlantica. Each White Mushroom disappears after using Stop once, and when the third White Mushroom disappears, the Pink Agaricus arrives. Cast your Stop spell on the Pink Agaricus and then deal as many hits as you can before Stop wears off. Equipping yourself with Aeroga and Ragnarok is important for scoring more hits. Rewards are based on how many hits you get on the Pink Agaricus before it disappears. See the "Opponents" chapter for more details.

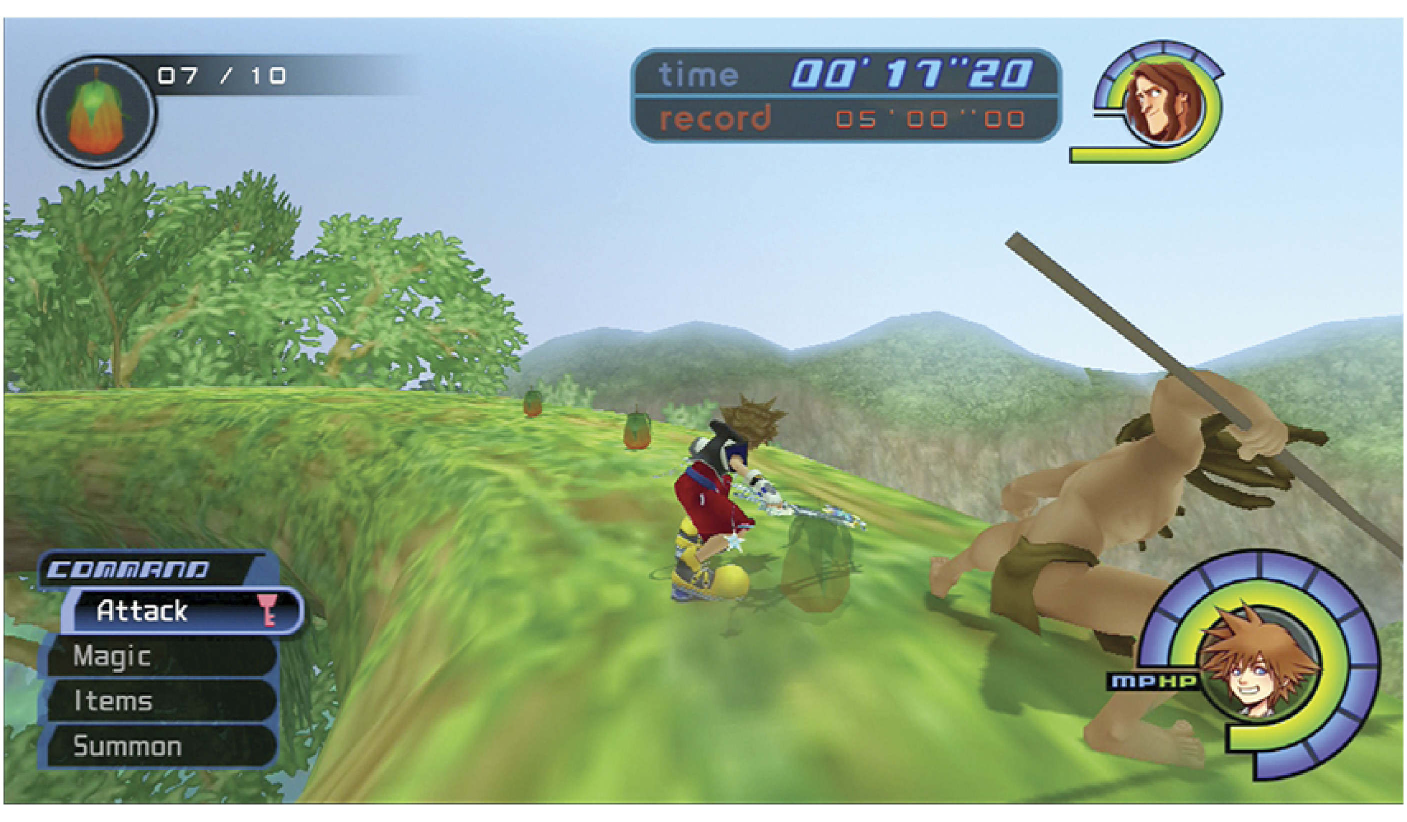
Mini-Games

You encounter all the mini-games during the normal course of your adventures, but most of them have extra items you can earn if you come back to them. The Deep Jungle has Jungle Sliding and Vine Swinging, and the Hundred Acre Wood has many games to enjoy. If you want to collect even greater rewards and have a great time along the way, try out these mini-games.

Jungle Sliding

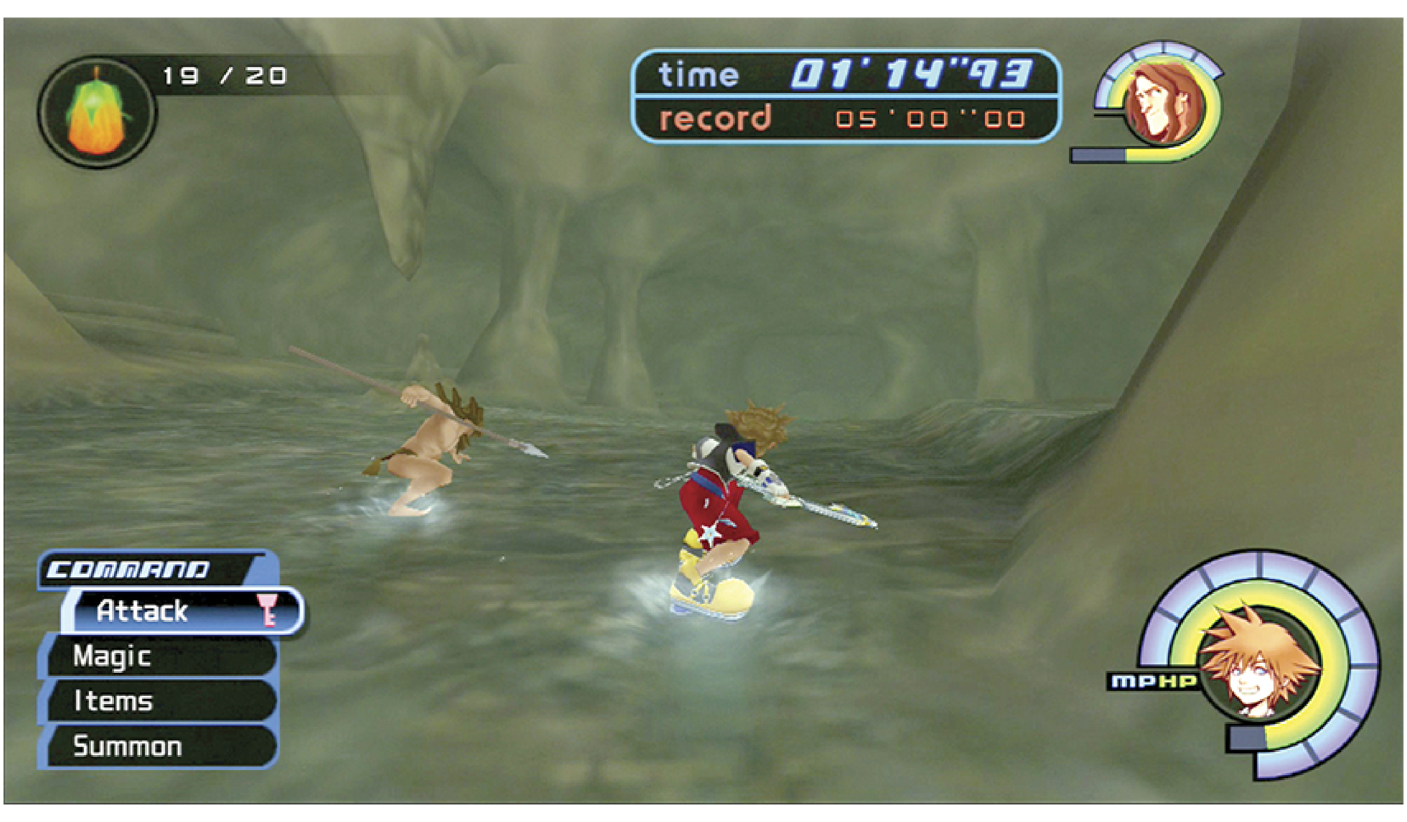
Return to the Deep Jungle after you lock the world and head to the Tunnel. Jump into the log and slide with Tarzan down the five courses. Each course has 10 fruits to collect; slide into them to collect them as you jet down the course. For the first course, you need all 10 fruits; for the second course, you need 20 fruits (10 from the first course and 10 from the second course) to earn the prize. If you miss a fruit, you'll need to start over, though you don't have to climb back up to the Tunnel—instead, press the START button and choose the Restart option to begin again.

Course #1


07 / 10
time 00' 17"20
record 05 ' 00 '' 00
COMMAND
Attack
Magic
Items
Summon
MPHP

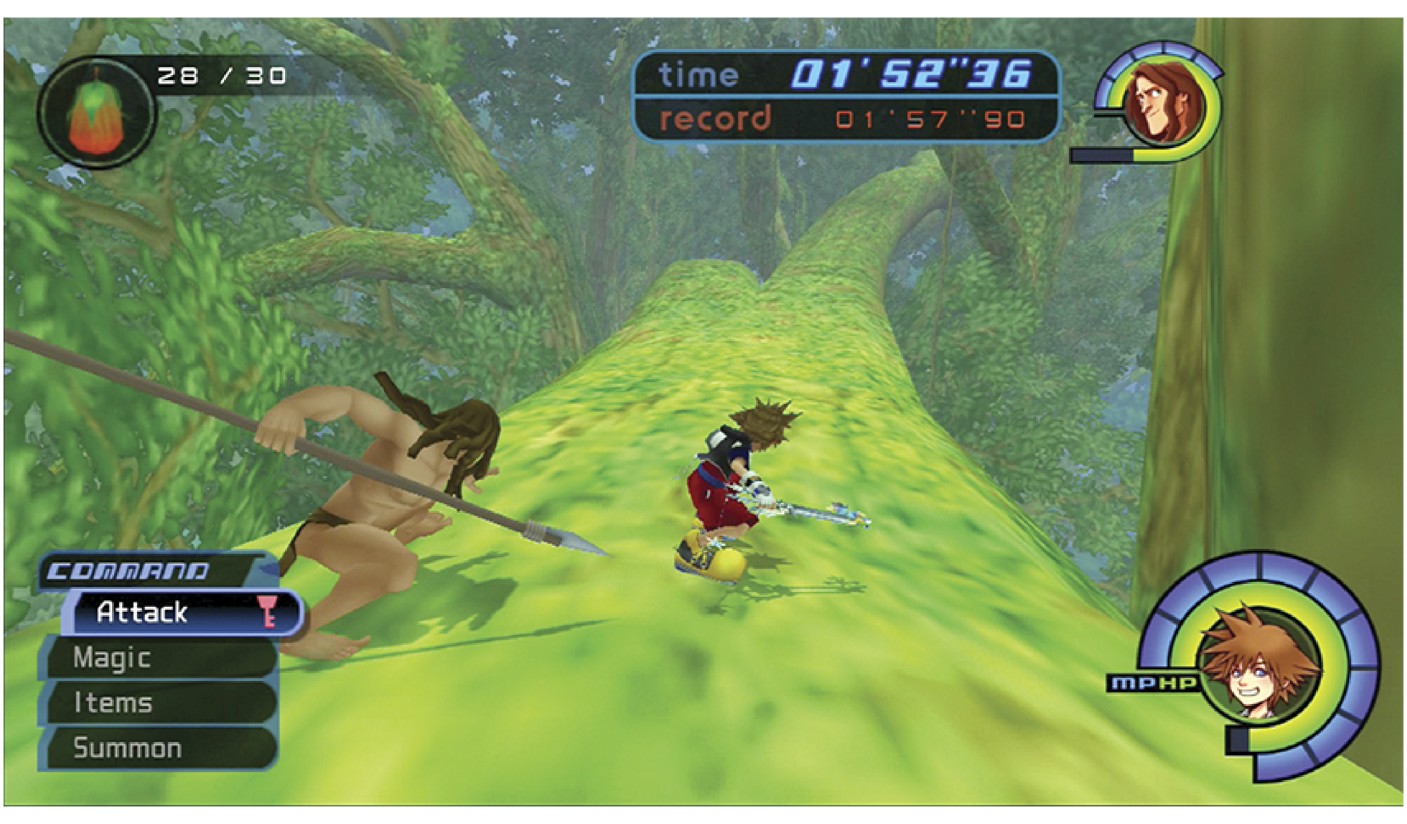
The first course is the same as the one you use to lock the Deep Jungle. Collect all 10 fruits to earn an Elixir. At the end, when the trail forks, veer to the left and into the cave to continue racing.

Course #2


19 / 20
time 01' 14"93
record 05 ' 00 '' 00
COMMAND
Attack
Magic
Items
Summon
MPHP

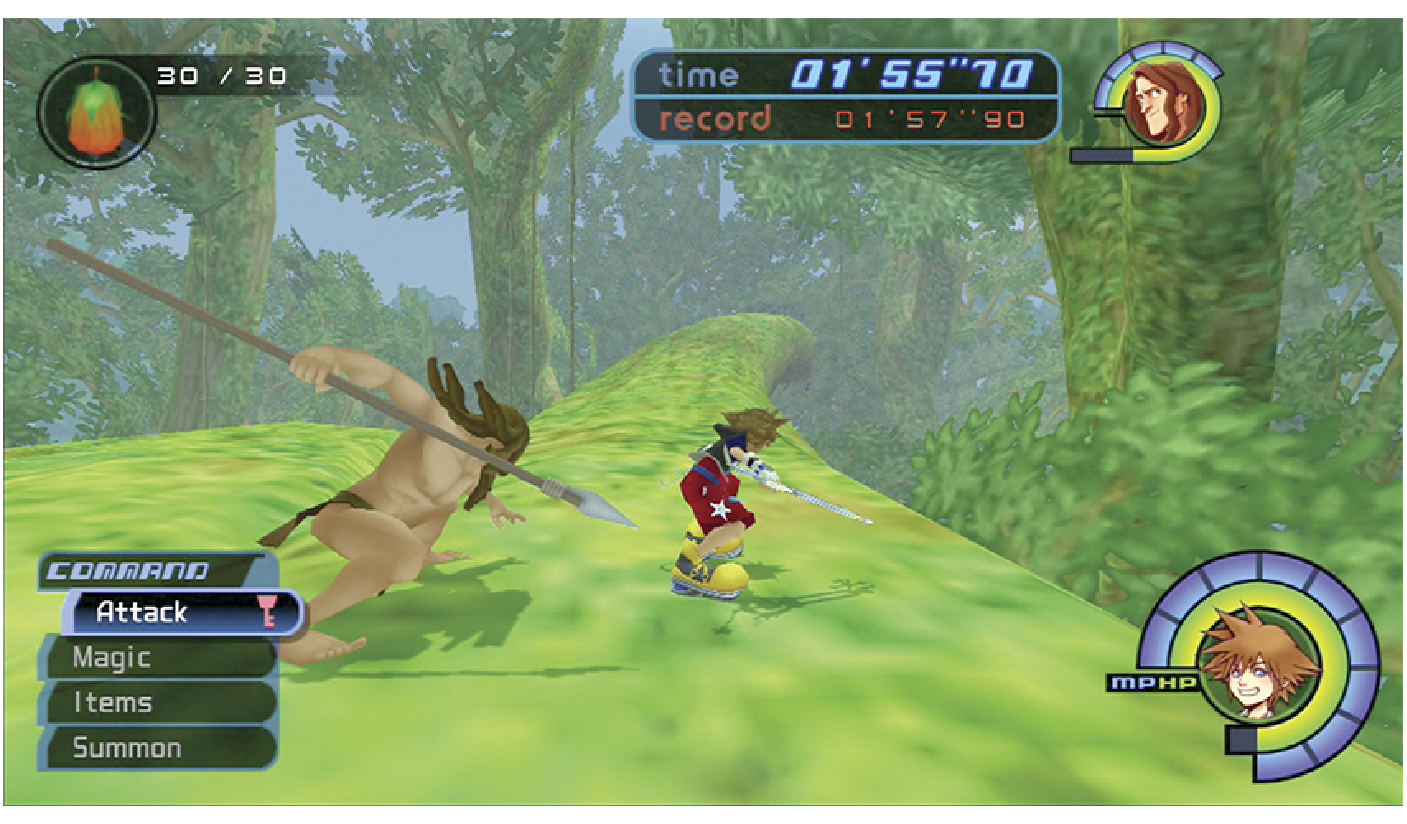
The dark caves are riddled with obstacles like rocks and stalactites. Collect all 20 pieces of fruit to earn an AP Up. When you near the end, go to the left again to continue racing.

Course #3


28 / 30
time 01' 52"36
record 01 ' 57 '' 90
COMMAND
Attack
Magic
Items
Summon
MPHP

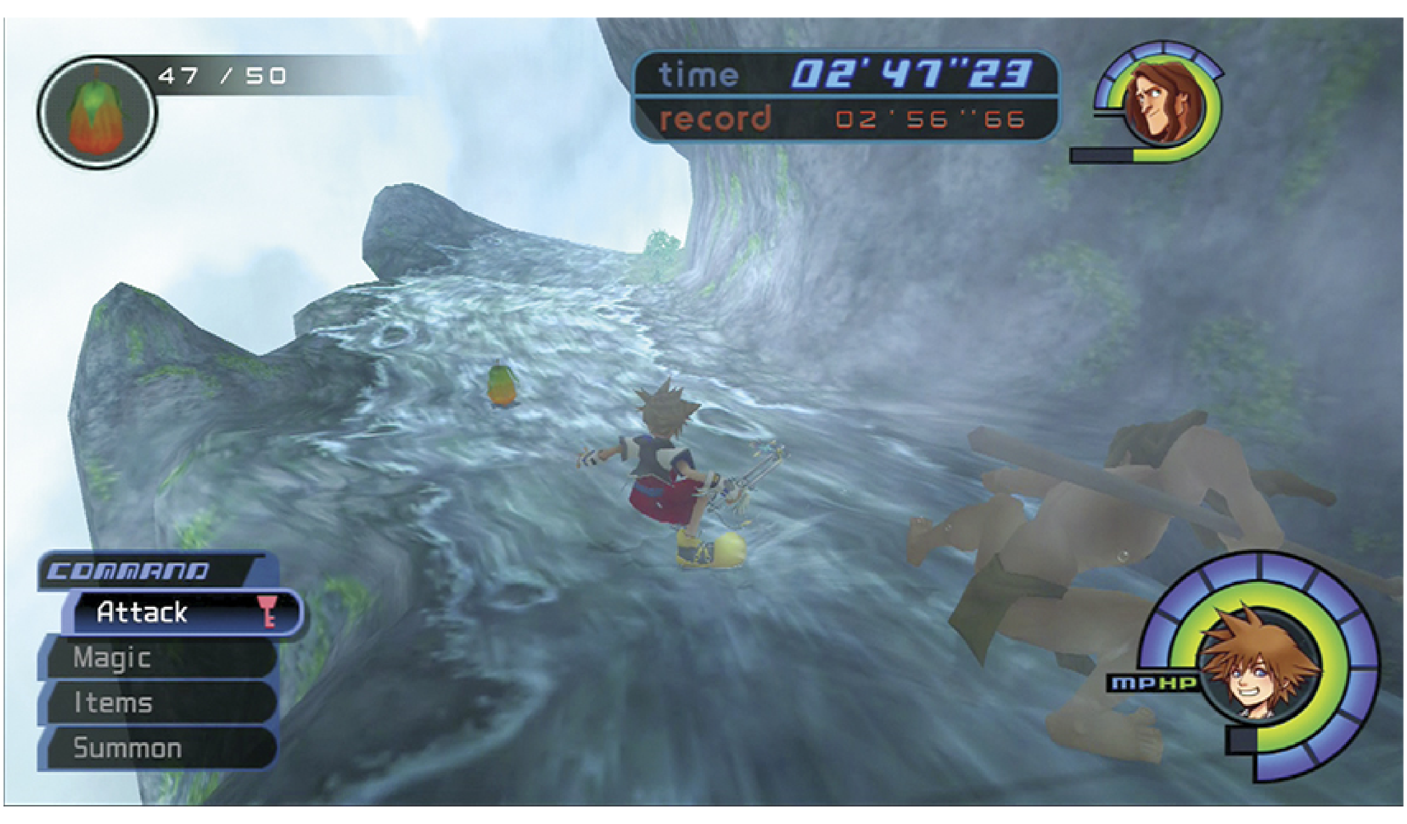
The third course is very fast, so stay on your toes to slide back and forth and catch all 10 fruits. If you have the 20 fruits from the first two courses, plus these 10, you earn a Dark Matter. At the end of this course, you must veer to the right to continue racing.

Course #4


30 / 30
time 01' 55"70
record 01 ' 57 '' 90
COMMAND
Attack
Magic
Items
Summon
MPHP

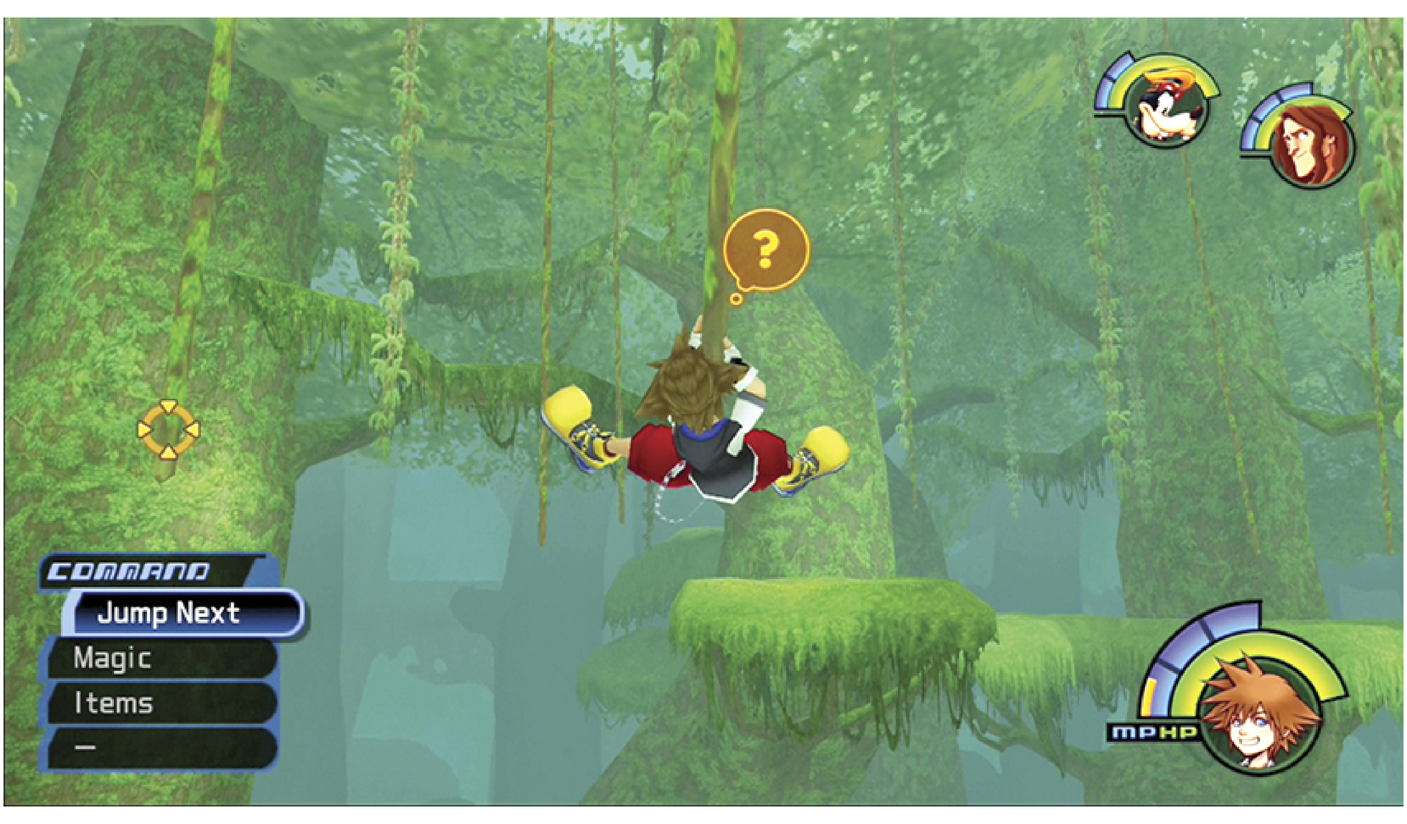
The fourth course slows down a bit. If you collect all 40 fruits up to this point, you earn a Defense Up. At the course's end, take the left fork to continue racing.

Course #5


47 / 50
time 02' 47"23
record 02 ' 56 '' 66
COMMAND
Attack
Magic
Items
Summon
MPHP

The fast speed of the final course makes collecting the last 10 fruits very difficult. Concentrate on weaving at the right time to gain these 10 fruits, plus the 40 before, to earn a Power Up. After you finish, you can return to race and try to outdo your best time.

Vine Swinging


?
COMMAND
Jump Next
Magic
Items
—
MPHP

Vine Swinging is for fun; there are no additional items to earn. Climb up to the vine nearest the Camp entrance in the Hippos' Lagoon. Examine the yellow flower near the save point, and when it blooms, accept the time trial challenge. Jump from vine to vine and race toward the finish line near the entrance to the Climbing Trees. The Jump Course uses all regular vines. The Trap Course contains slippery snakes. If you don't jump off a slippery snake within two seconds of it appearing, you plummet to the Hippos' Lagoon below.

Hundred Acre Wood Games

COMMAND
Hit
Magic
Items
—
MPHP

As you recover Torn Pages for Merlin's Old Book, you unlock areas of the Hundred Acre Wood. Each area has games you can play, including the Hunny Tree, Bouncing with Tigger, Pooh's Swing, and Tigger's Giant Pot. For complete details on all the games, turn to the "Hundred Acre Wood" chapter.

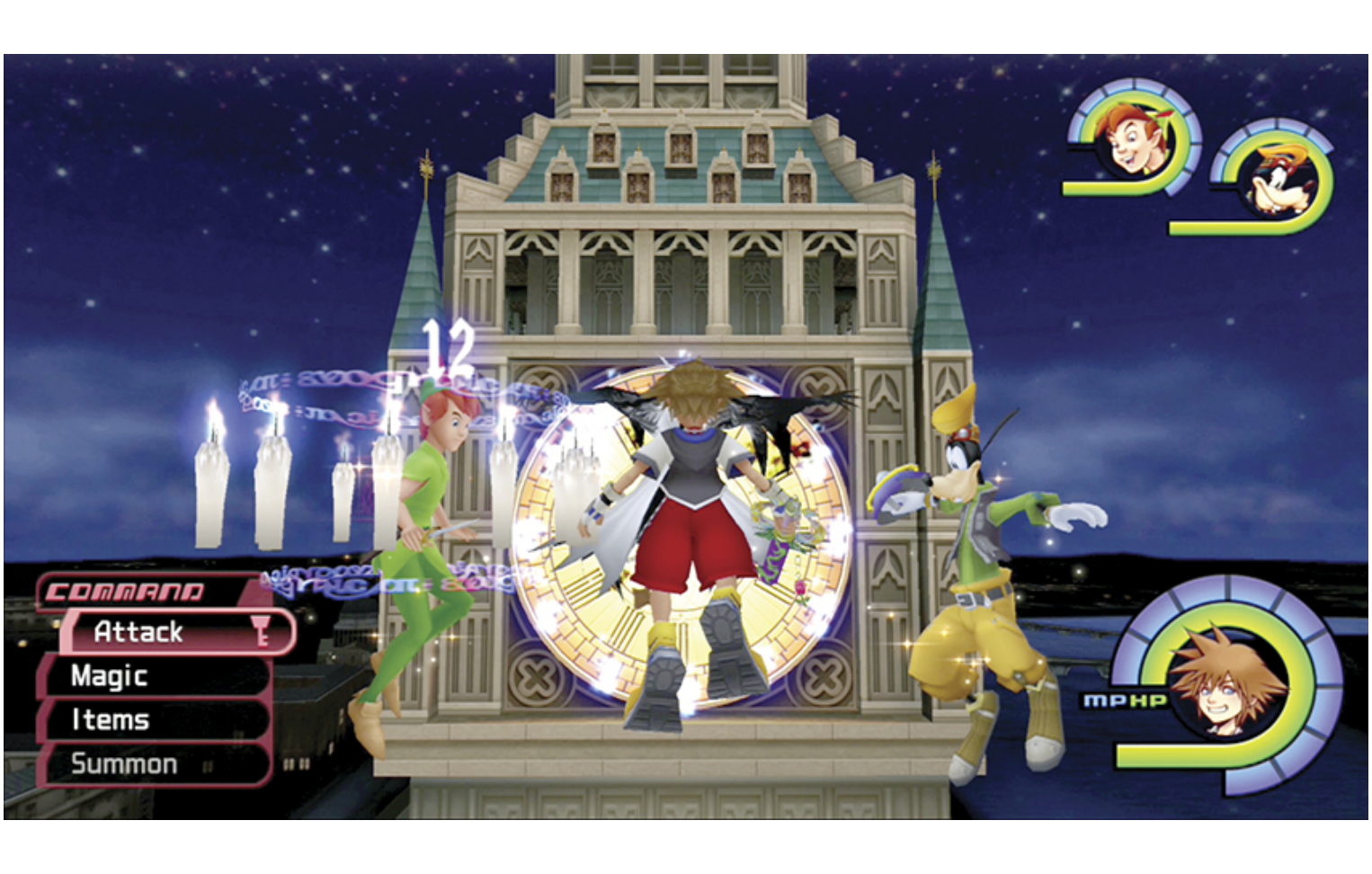
Secret Bosses

There's a really good reason these bosses are secret: They are not part of the main story and they are insanely hard. Do not attempt these bosses until after you've completed everything else and your entire party has hit at least Level 80. Good luck!

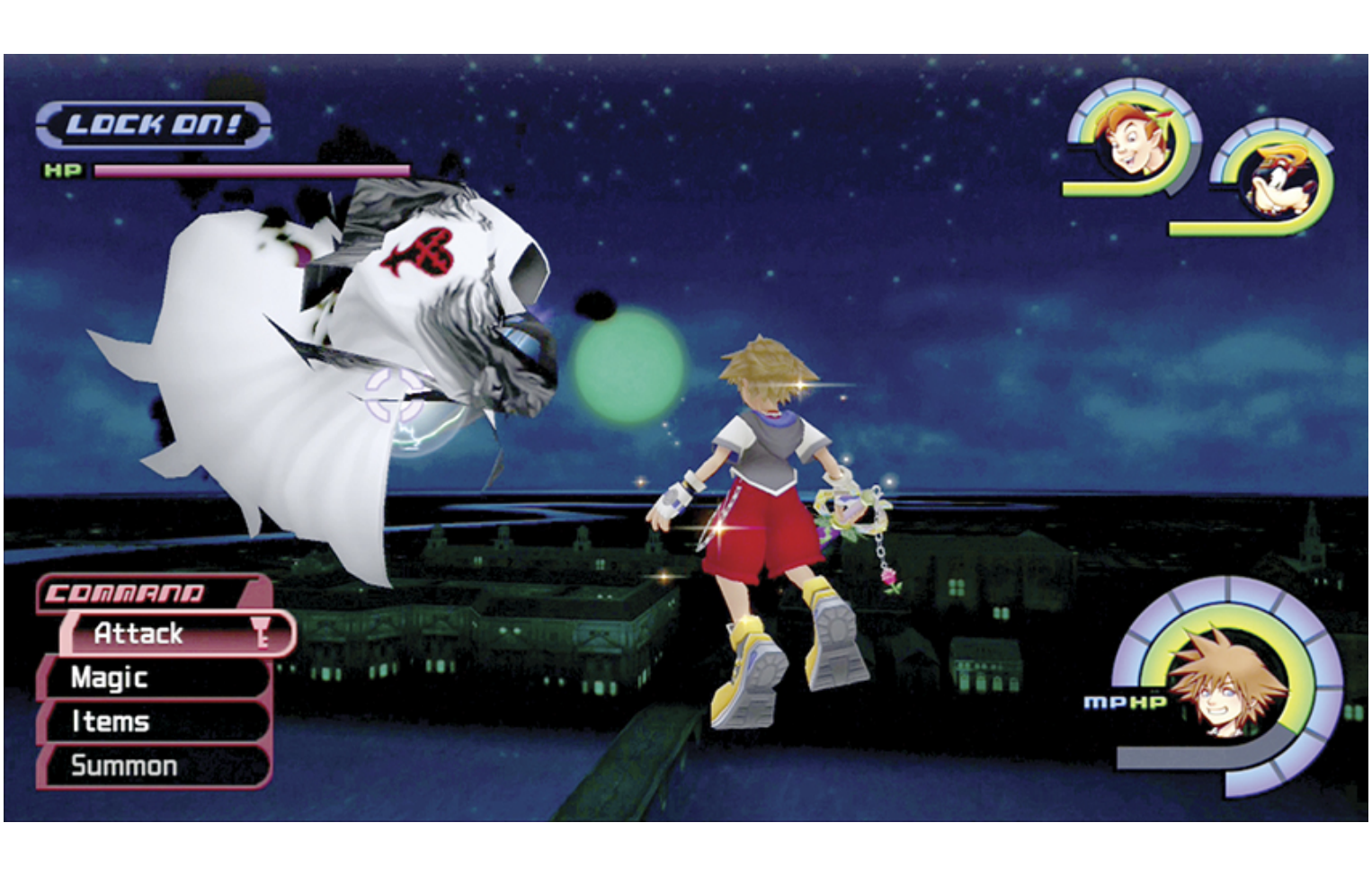
The Phantom

Location	Clock Tower, Neverland
HP	1200
Strength	42
Defense	34
EXP	9999

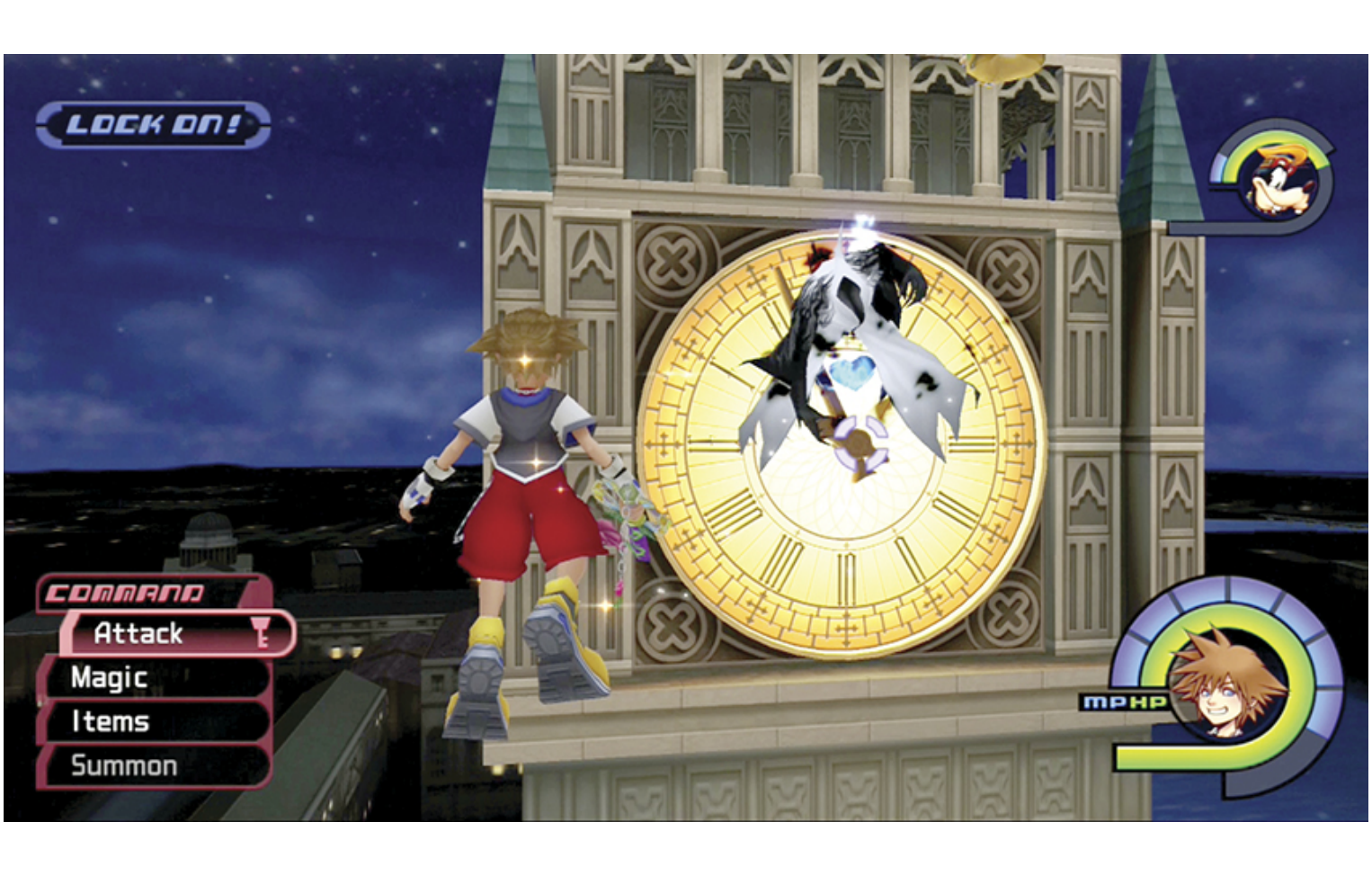
After you lock the Hollow Bastion keyhole, return to the Clock Tower in Neverland to discover the Phantom. When you arrive in Neverland, include Peter Pan in the party and speak with Tinker Bell in the Cabin to take you to the Clock Tower. Before you depart, make sure your item slots are full of Ethers, Elixirs, and Mega-Potions. The MP Gift ability is also very useful.



At the beginning of combat, fly toward any one of the clock faces and lock onto the clock hands. Cast your Stop spell to prevent the Phantom from sentencing one of your party members to Oblivion. If a character gets sentenced, a countdown appears over the character's head and when it reaches zero, the character is knocked out of the whole fight. Once a sentence has been established, you can't stop it from happening, but you can delay it. Cast your Stop spell on the clock hands to slow down the sentence, and when Stop wears off, immediately recast it. If Sora ever gets sentenced and the countdown hits zero, you immediately lose.



The Phantom will be invulnerable until you see a small orb glowing beneath it. The orb indicates the Phantom's current vulnerability. White means it's vulnerable to physical attacks, red equals Fire attacks, blue equals Blizzard attacks, and yellow means using Thunder attacks.



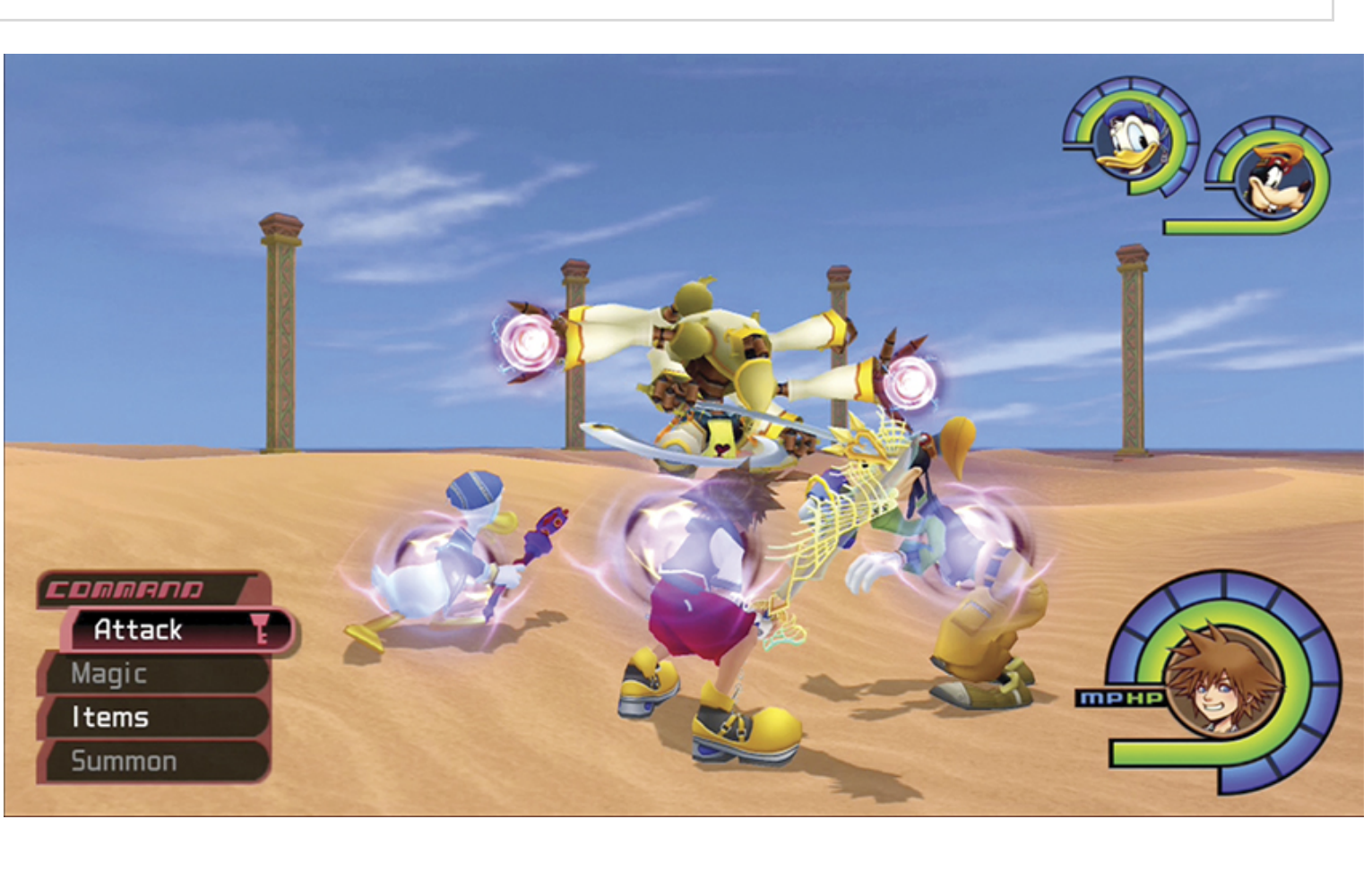
Because you must use magic to damage the Phantom most of the time, it's wise to save your magic for attacking and use your items to replenish HP and MP. This is an extremely difficult boss fight, so be patient and make sure that no one gets sentenced; everyone needs to contribute to beat the Phantom. When you do, your Stop spell gets upgraded.

Rare Drops

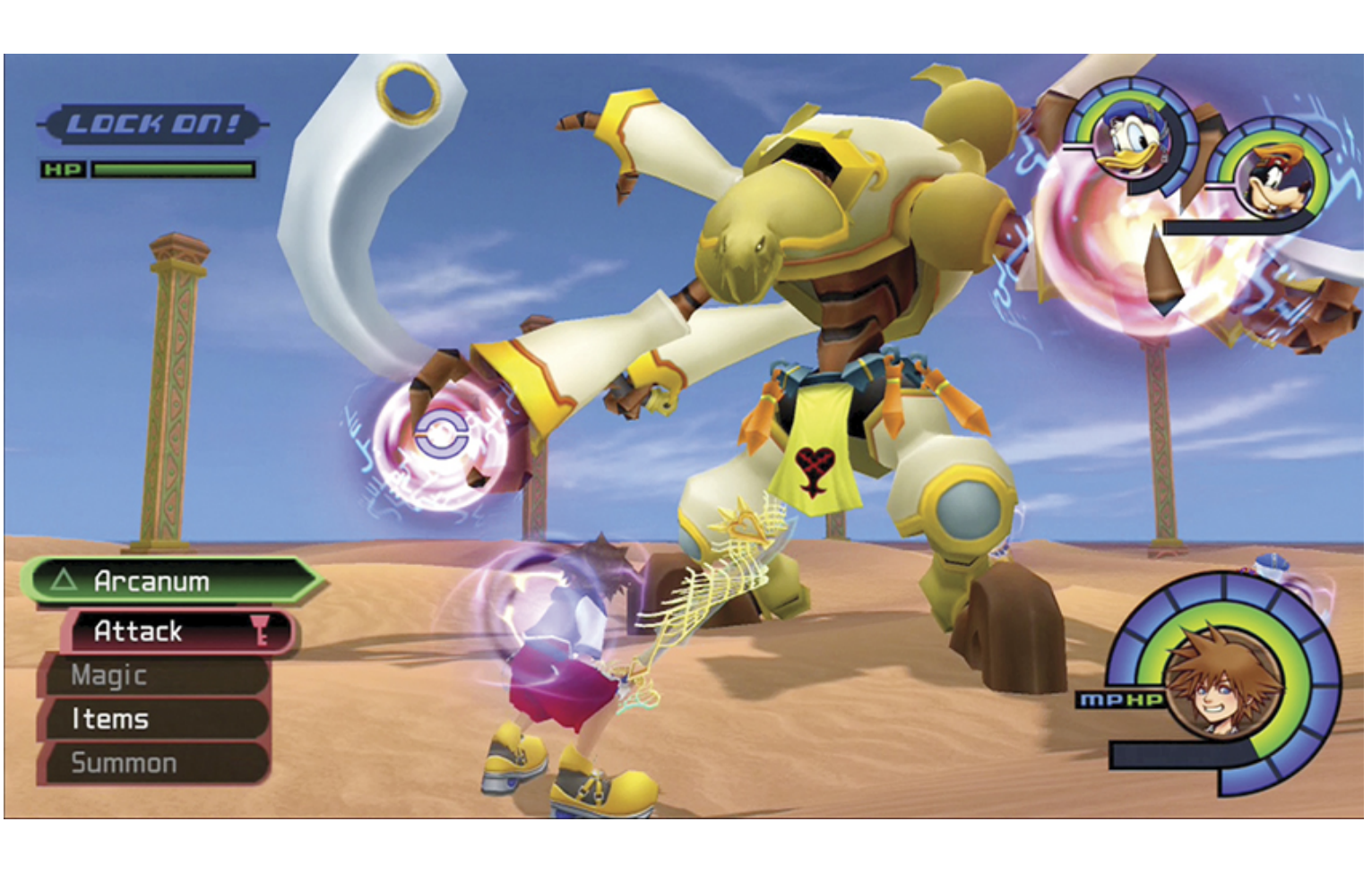
Certain items only drop through opponents, and it's a very small percentage chance. To maximize your odds of getting rare items, equip all your heroes with Lucky Strike. Goofy's Defender shield only drops from Defender opponents. Donald's Wizard's Relic staff only drops from Wizard opponents.

Kurt Zisa

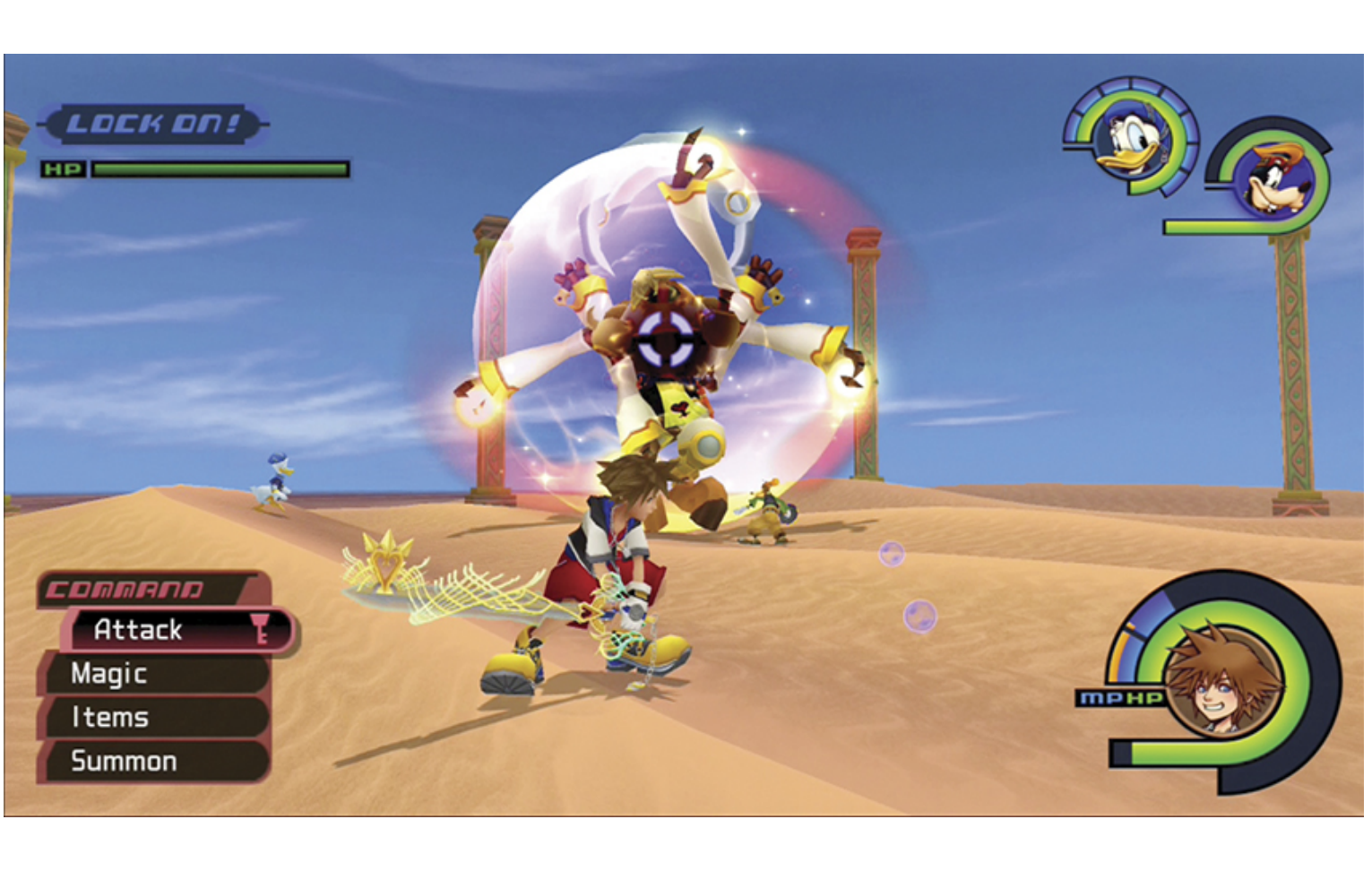
Location	Aladdin's House, Agrabah
HP	1500
Strength	42
Defense	34
EXP	20000



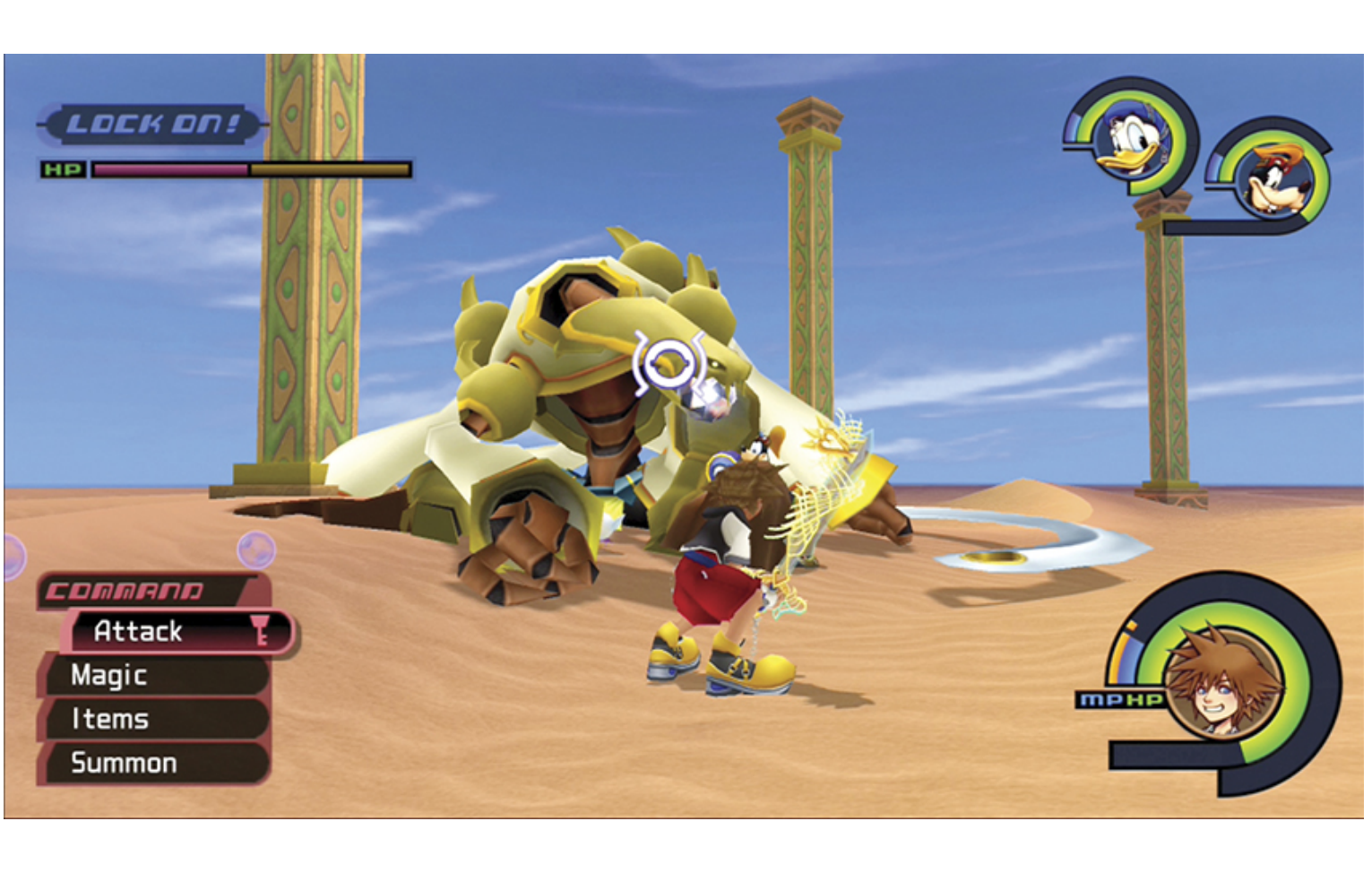
After you lock the Hollow Bastion keyhole, return to Agrabah and speak with the Magic Carpet in Aladdin's House. Accept a ride on it and the Magic Carpet will take you out to a desert battlefield where you meet the secret boss Kurt Zisa. Before you depart, though, load all your item slots up with Megalixirs, even if you have to synthesize them yourself at the Item Workshop in Traverse Town. Make sure your magic shortcuts are set to Thundaga, Curaga, and Aeroga.



At the battle's beginning, cast Aeroga and lock onto the orbs in Kurt Zisa's hands. These orbs cancel your magic; you must destroy both to regain your magic. Even more importantly, when you destroy both orbs, Zisa collapses. While collapsed, target Zisa's head and hit it with physical combos and special abilities like Ars Arcanum and Ragnarok in the brief time that you have before it recovers.



Next, Kurt Zisa throws up a spherical shield that prevents all physical attacks; you can only use magic during this stage of the battle. Target Zisa and continually cast Thundaga to bring down the shield. Zisa will zip around quickly and throw desert twisters and fireballs at you; stay on the move and collect the MP balls Zisa drops to replenish MP as best you can or else you'll have to dip into your Megalixir supply. When the shield comes down, the boss collapses once again and you can deal damage directly to him while he recovers.



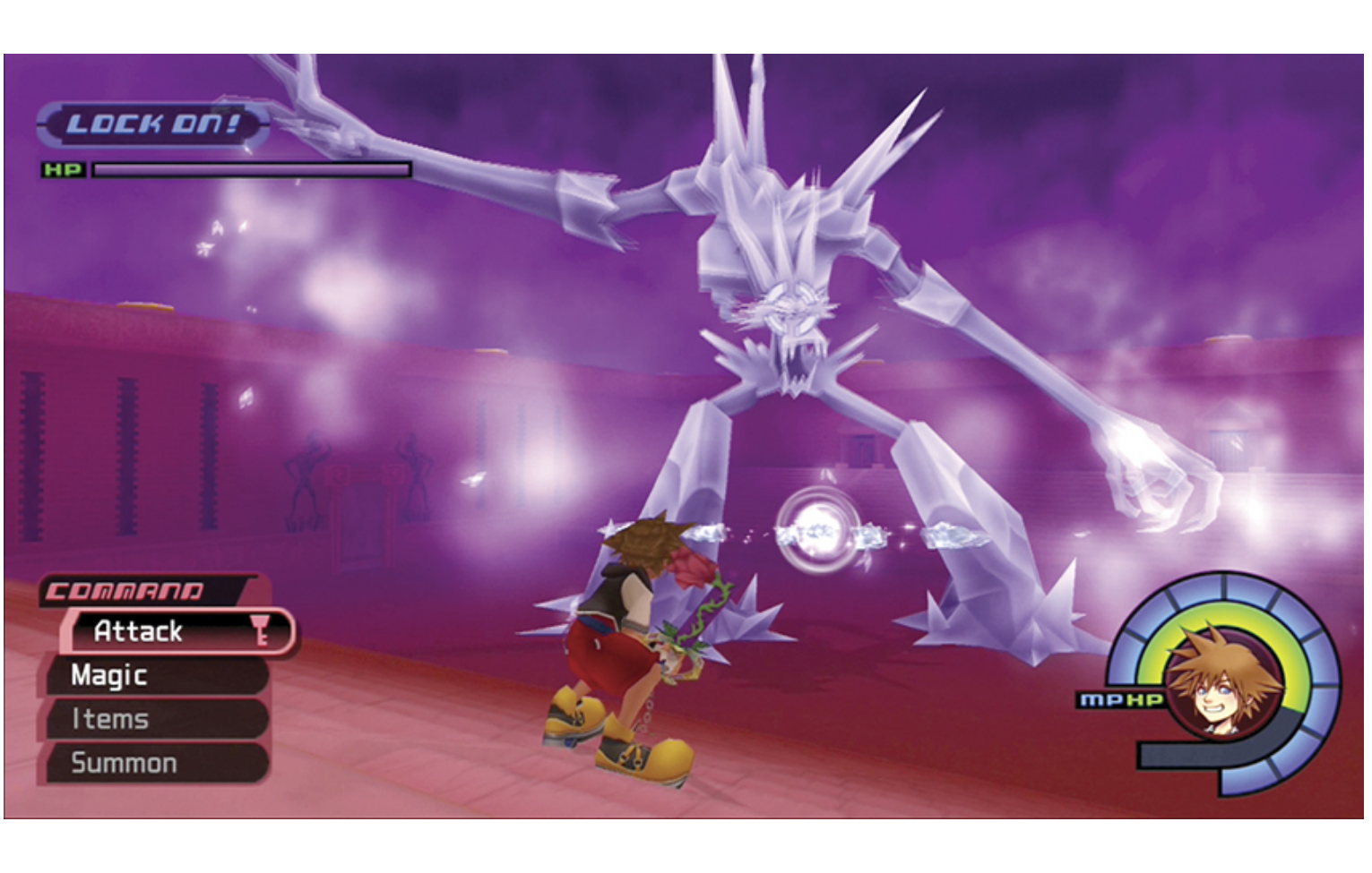
Repeat this attack pattern, alternating between physical attacks and magic attacks, until you shatter the mechanical monstrosity into bits and pieces. Agrabah should finally be free from diabolical menaces!

Sora's Cheer

Sora can gain the Cheer ability too. It all takes place in the mini-games in the Hundred Acre Wood. Speak to Owl after you've accomplished the following mini-game goals:

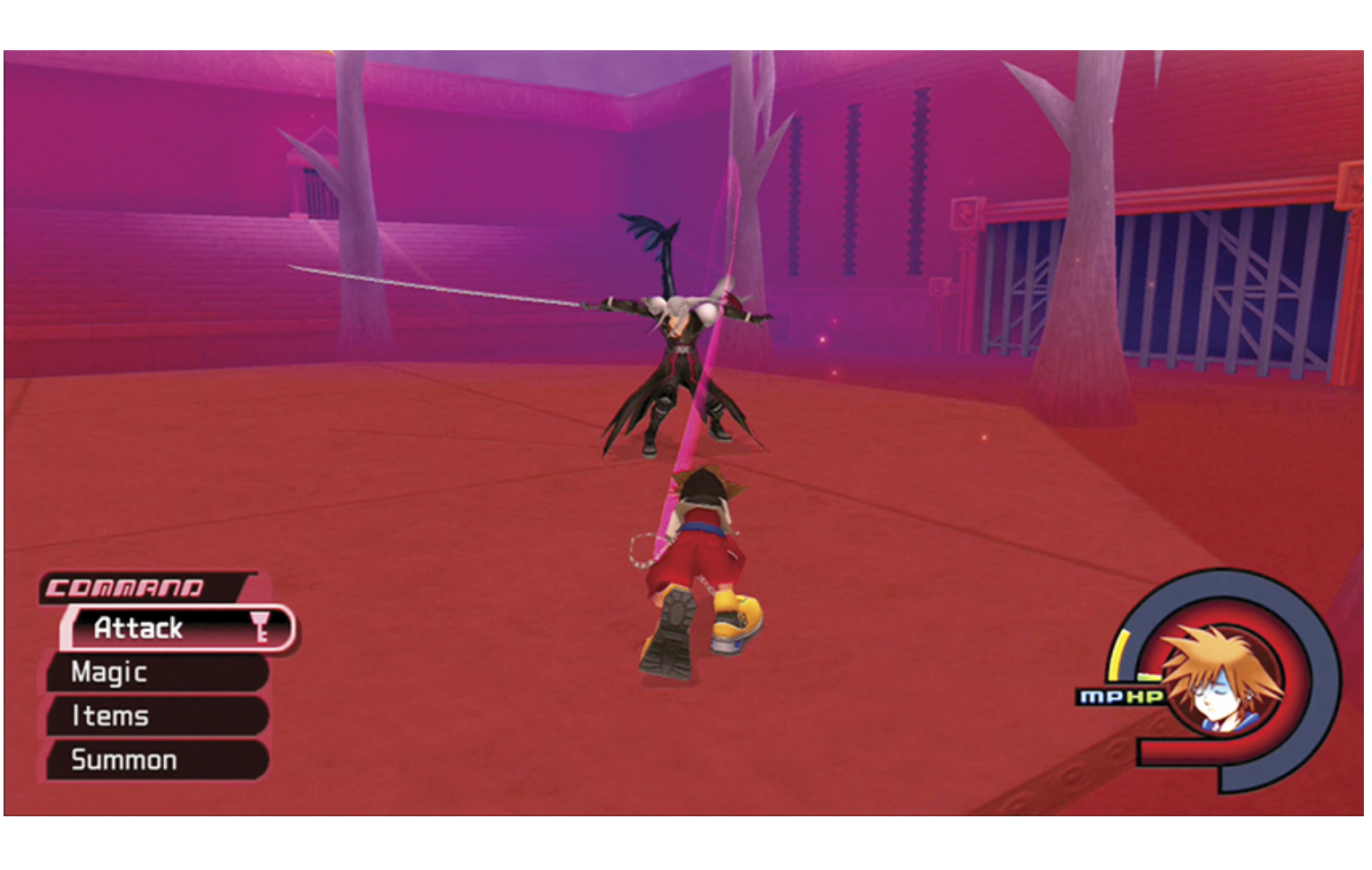
- Pooh's Hunny Hunt: more than 100 licks
- Block Tigger: more than 150 points
- Pooh's Swing: more than 40 yards
- Tigger's Giant Pot: complete in under 30 seconds
- Pooh's Muddy Path: reunite all friends in less than five minutes

Ice Titan



This secret boss opens up after you win the Hades Cup. Speak with Phil and choose the mystery challenge for the Gold Match. For complete details, see the "Olympus Coliseum (Revisited)" chapter.

Sephiroth



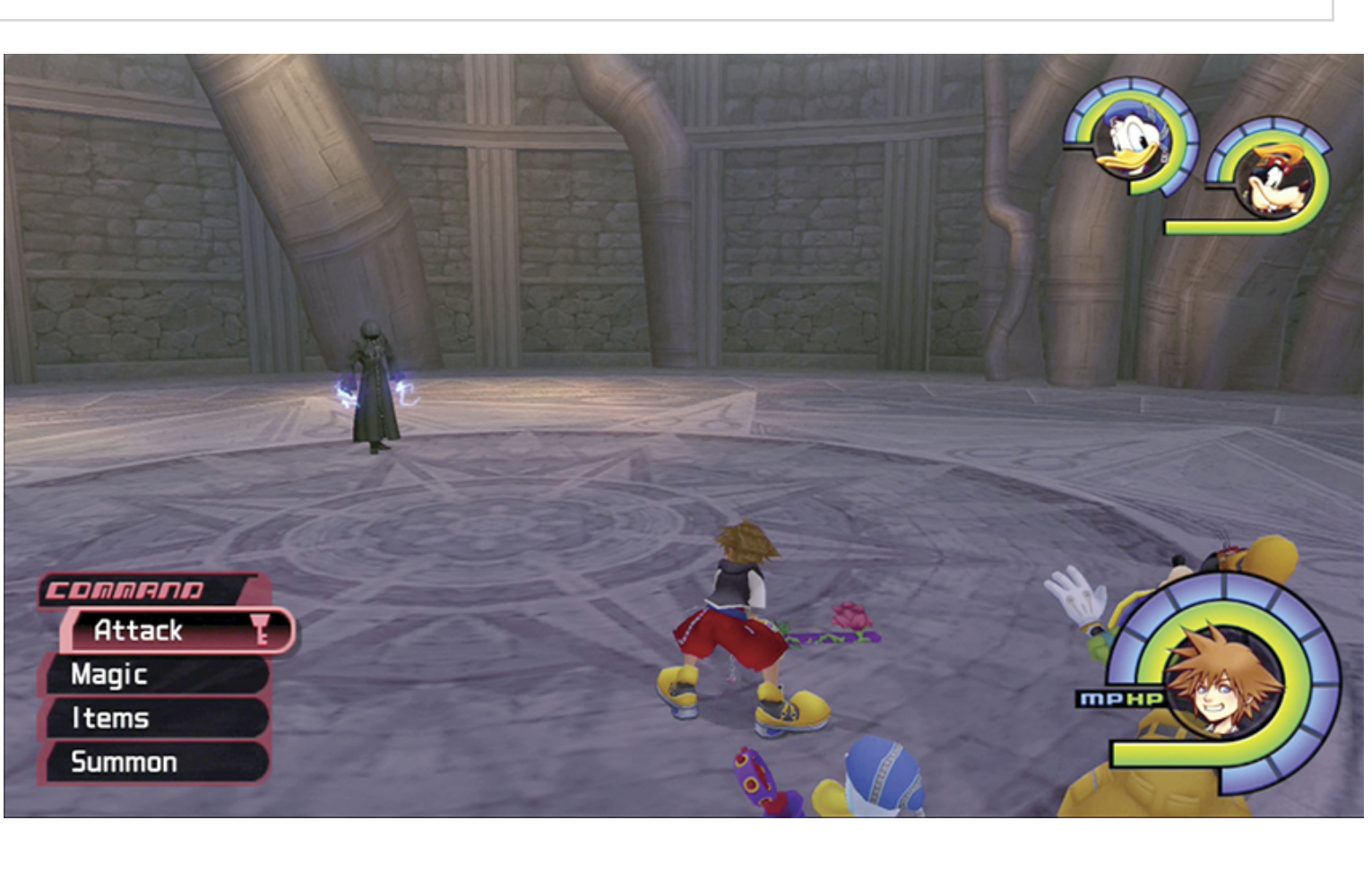
This secret boss opens up after you win the Hades Cup. Speak with Phil and choose the mystery challenge for the Platinum Match. For complete details, see the "Olympus Coliseum (Revisited)" chapter.

Expert Mode Reward

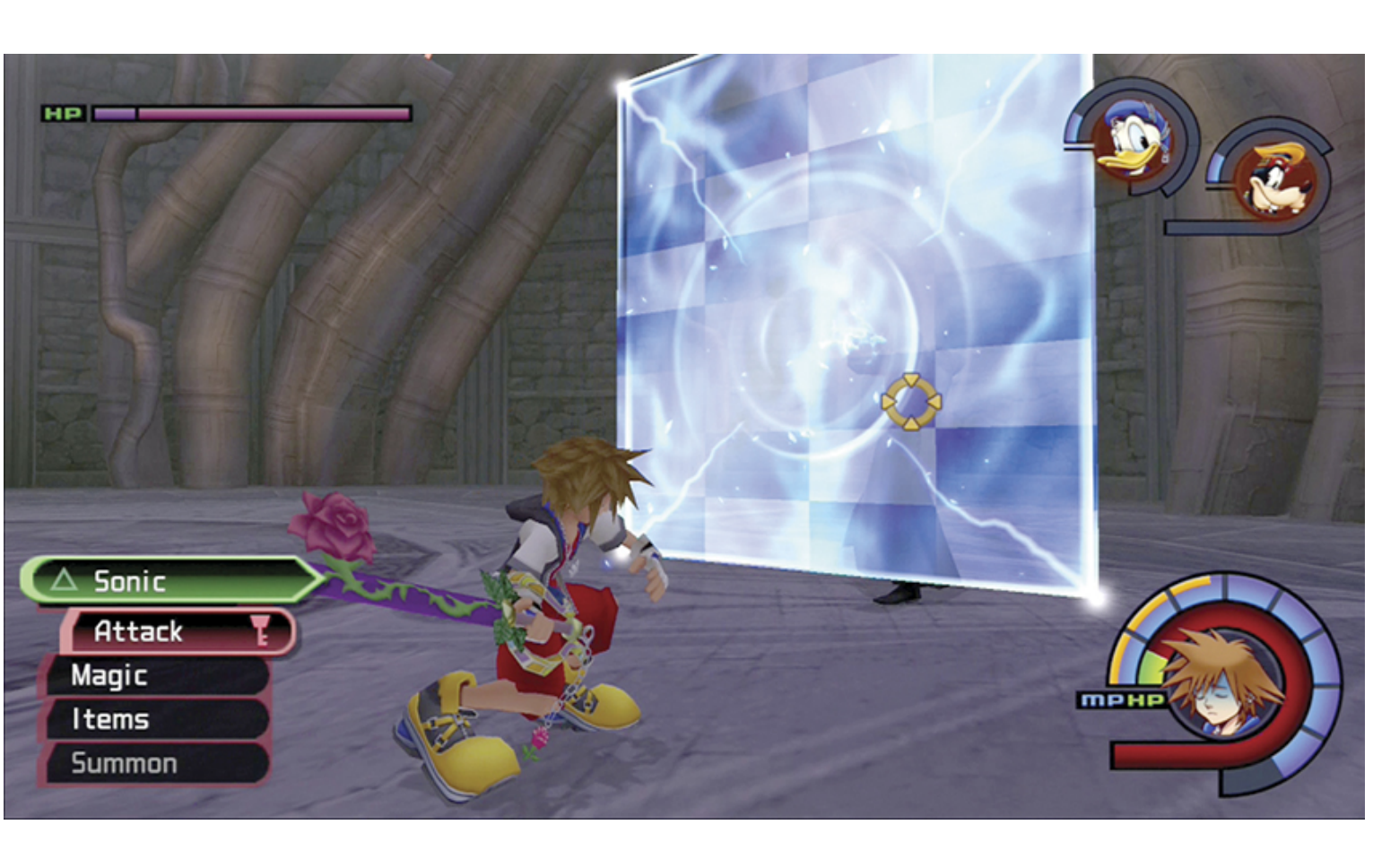
Want even more of a challenge? Complete the game on Expert Mode. Once you do, your final game statistics will be displayed and a new art piece will be displayed on "The End" screen. A third art piece will be displayed if you also complete the requirements for watching the secret movie at the end of the game: win the Hades Cup, release all 99 Dalmatians, and seal all the worlds' keyholes.

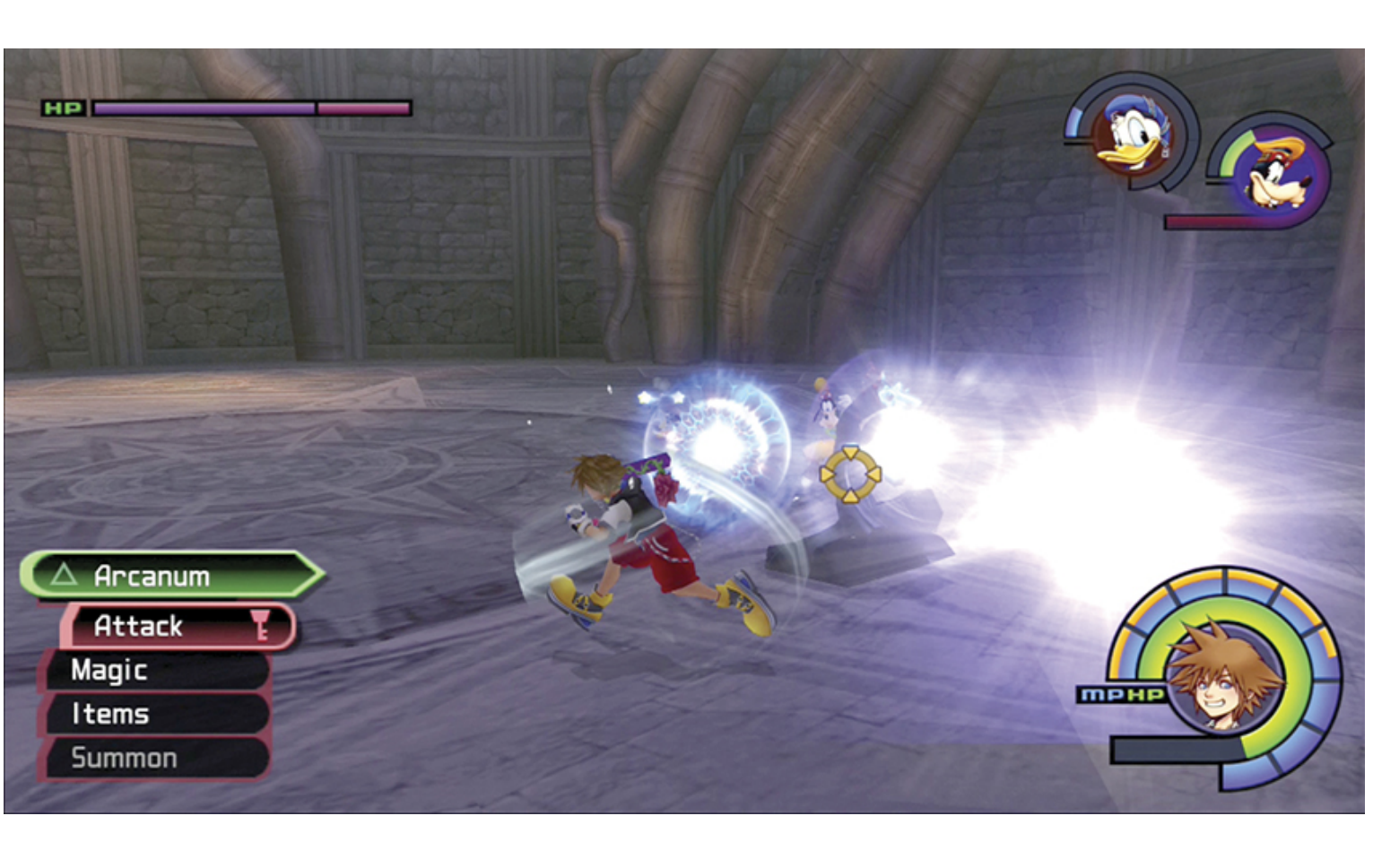
XEMNAS, The Unknown

Location	Castle Chapel, Hollow Bastion
HP	1500
Strength	46
Defense	46
EXP	12000

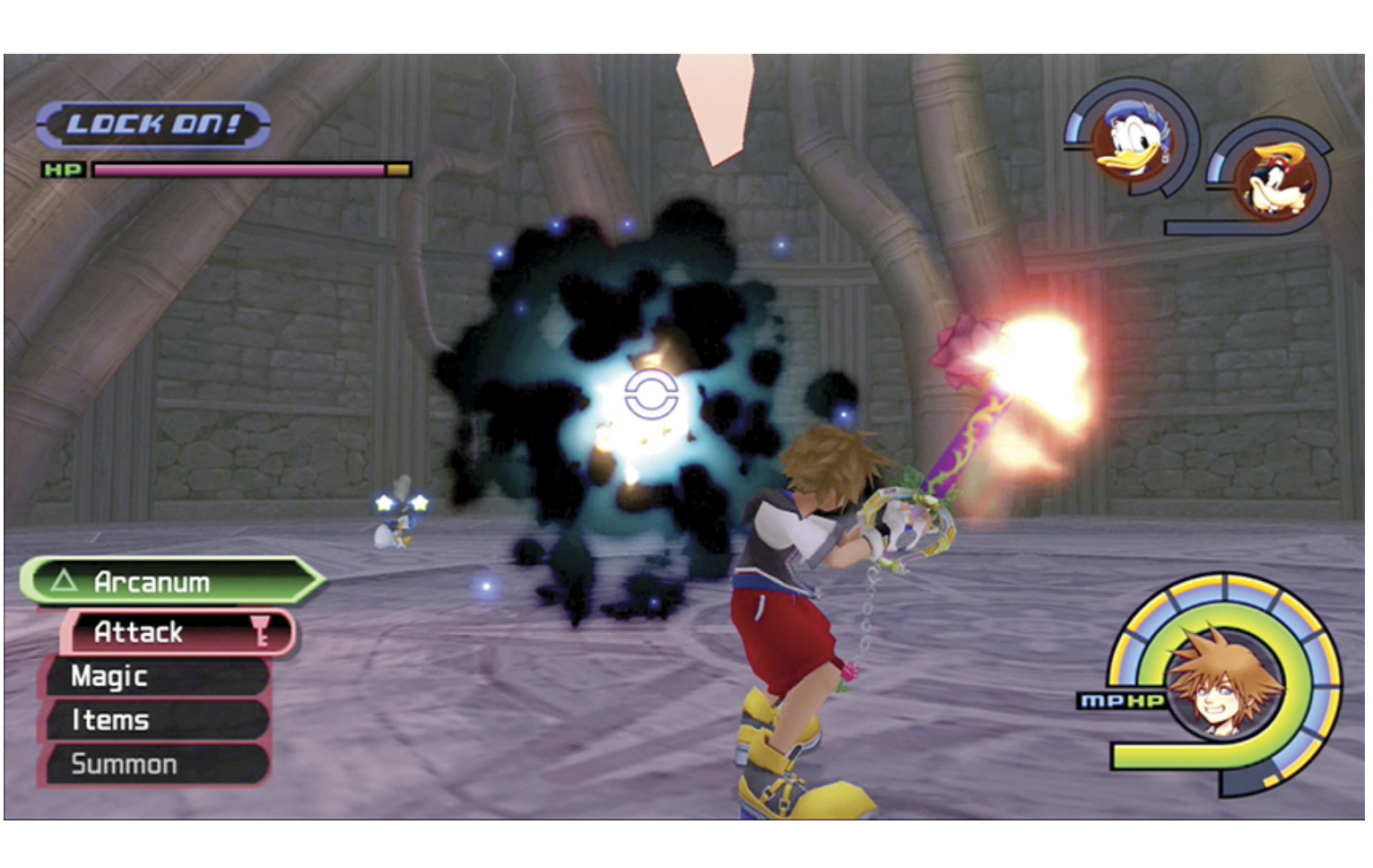


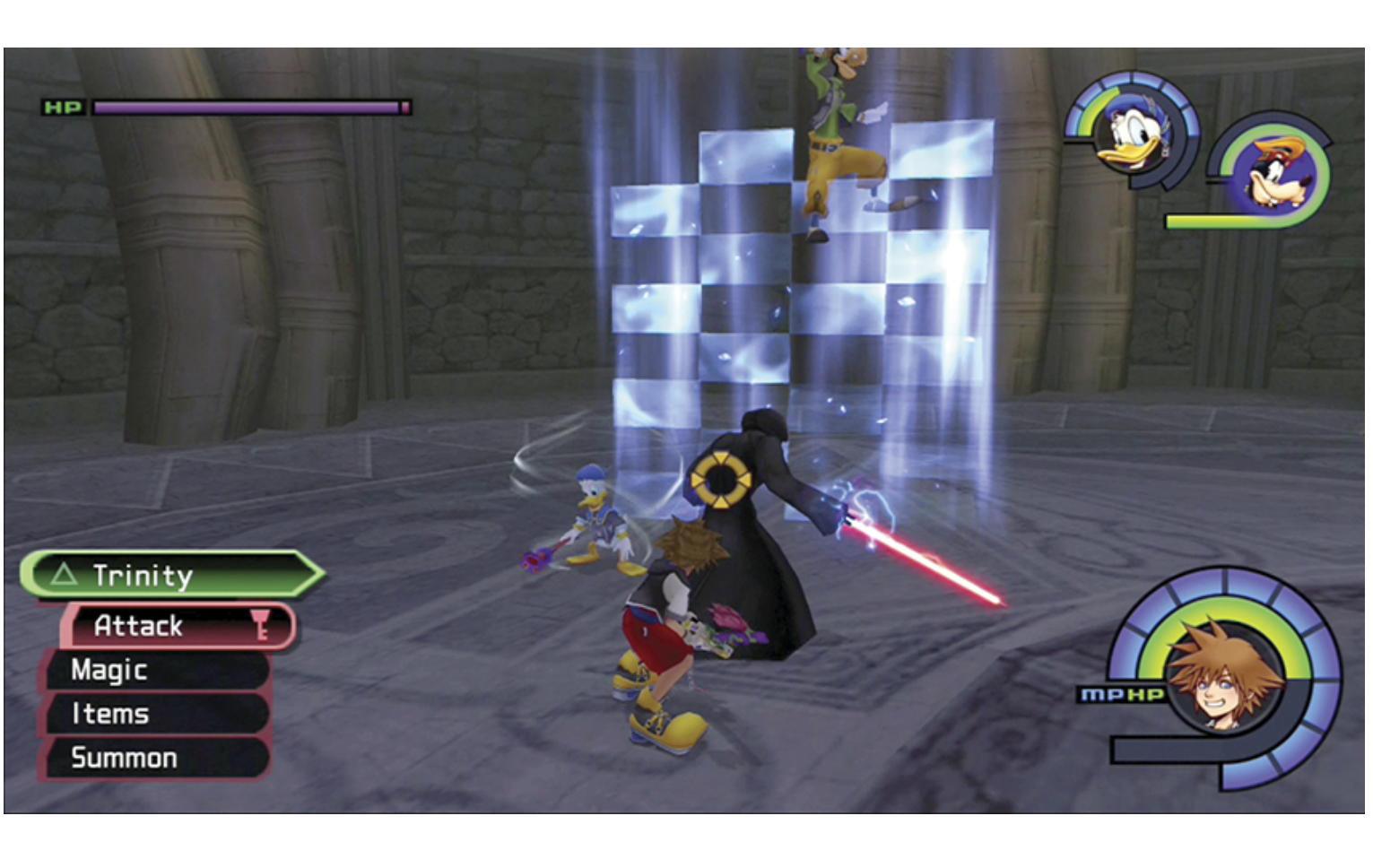
You reveal Xemnas after you complete the events of the Final Dimension in the End of the World and beat the Behemoth. At the Final Rest save point, before continuing to the World of Chaos, board your gummi ship and head back to Castle Chapel in Hollow Bastion. Choose your party (you probably want the Beast for his brawn), load up on Megalixirs and Mega-Potions, and save before the fight. Enter the new portal in the center of the room to face Xemnas.



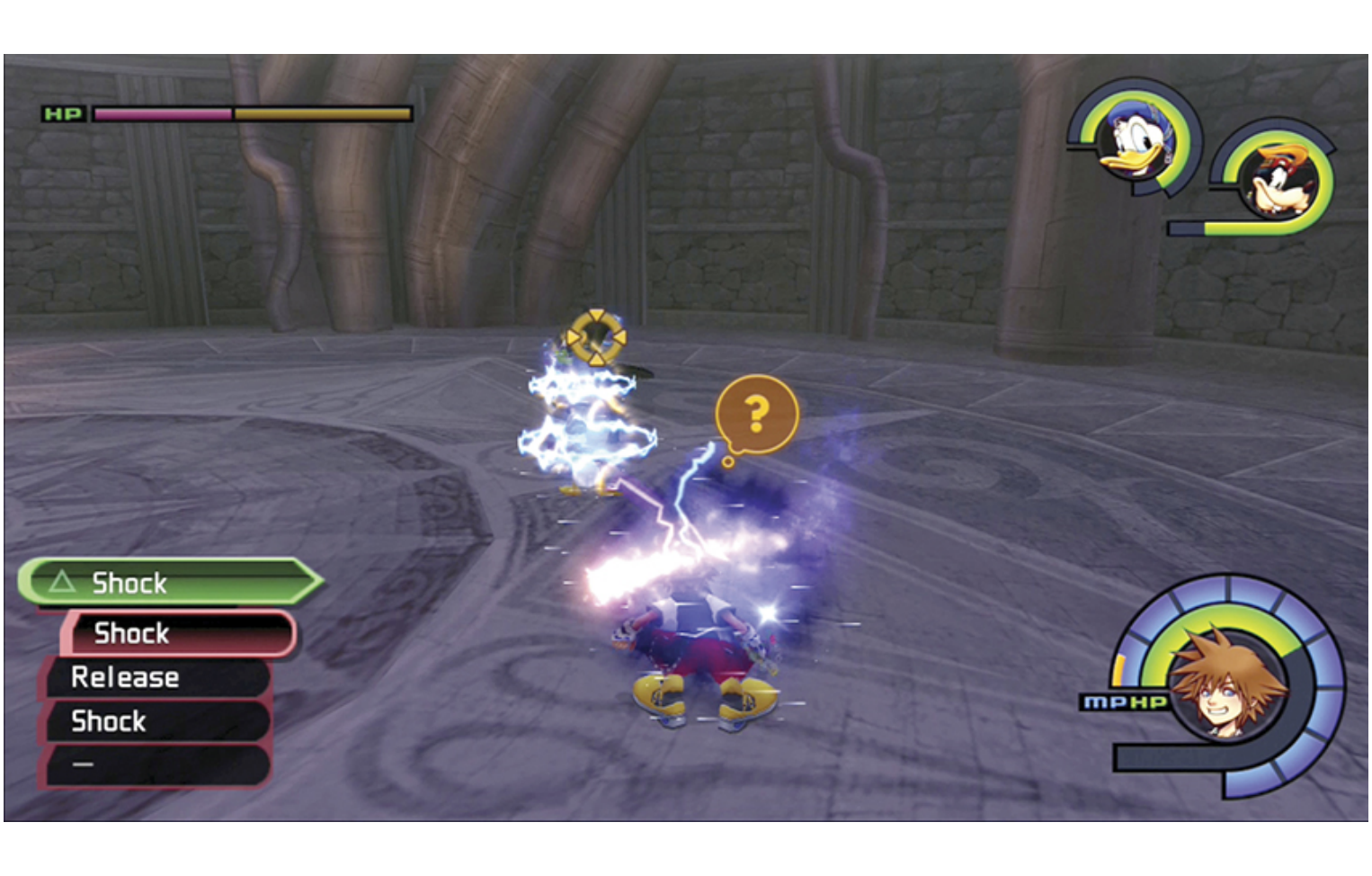


Xemnas is an extremely difficult opponent. He wields a red laser sword and moves at lightning speed. Dodge Roll when he comes for you and try to roll behind him as quickly as possible for a counterattack. If you can't dodge in time, use Guard to block and try to counter with a combo of your own. For defense, Xemnas will throw up a square force shield in front of him, which drives you back and inflicts damage. Even worse, when he flings two blue energy balls toward you, sprint or Glide out of the area. These energy balls expand and explode with great force.

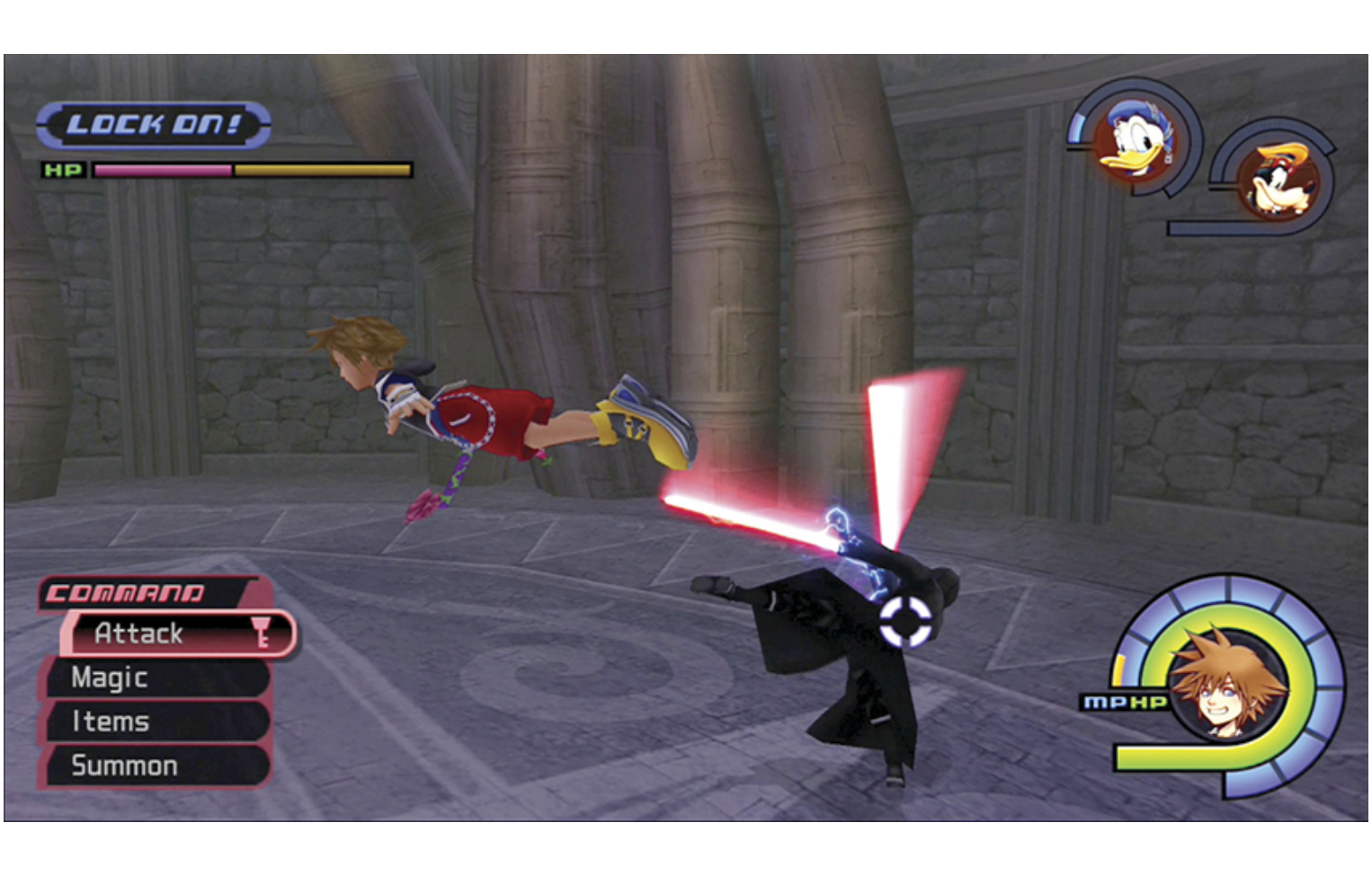




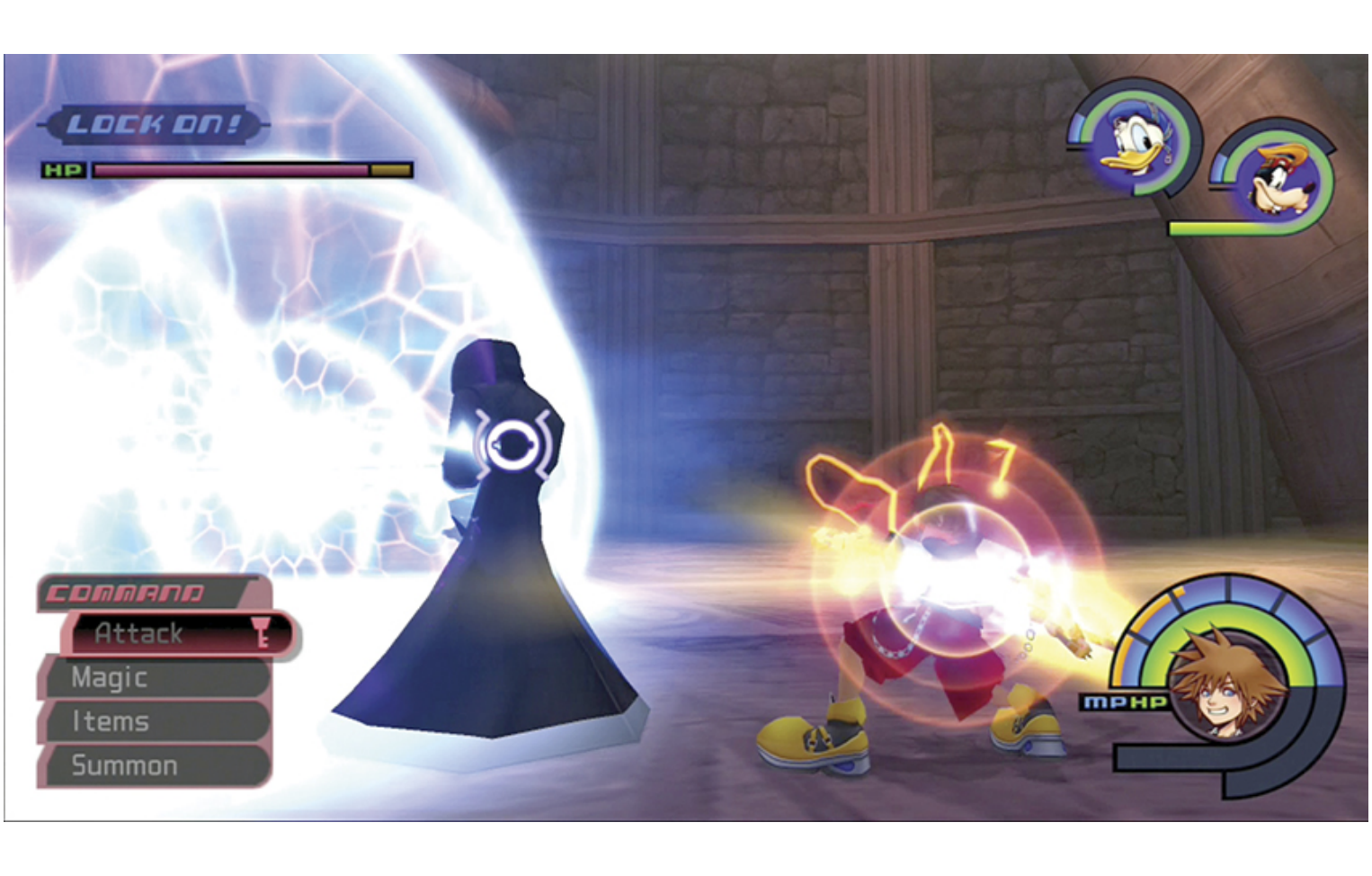
Magic works against Xemnas in small degrees. You can hit him at range with your Fire spell, but Xemnas will usually transform into a glowing cloud and zip toward you whenever you use ranged attacks. It's better to map your Gravity and Thunder spells to your magic shortcut, lock onto him at the start of the battle, and blast him with those two spells while your magic holds out. An area-effect ability like the Trinity Limit can also put a small hurt on him.



Once you get used to Xemnas's lightning-quick reflexes, the biggest danger is his shock ability. Multiple times during the battle, he will encircle you with purplish electricity and the word "Shock" will display in your Command prompt. To break free, scroll down and hit the "Release" option from the Command menu when it appears. It disappears quickly (replaced by another "Shock" option), so concentrate on making the correct choice. If you fail and Xemnas's shock ability goes off, you die.



As you start whittling Xemnas's HP meter down, he will break out more challenges. Watch out for his duel laser swords, and he will start firing a circle of white energy balls more and more. Dodge Roll the energy balls and dual physical attacks, or take to the air and Glide to the far side of the chamber for a brief retreat.



Pile on the damage when you get behind Xemnas and trigger some of your potent abilities like Ars Arcanum or Ragnarok. Hang in there. It will take many, many combos to bring down this super-strong foe.

Trophies

Trophy Name	Trophy Grade	Game Modes In Which Trophy Can Be Unlocked	Hidden / Shown	Unlock Details
Ace Pilot	Bronze	Gummi Ship	Shown	Clear gummi ship mission 3.
Artisan Hero	Bronze	Tournament Mini-Game	Hidden	Win the Pegasus Cup.
Best Friend	Bronze	Story Mode	Shown	Collect all Trinity List entries in Jiminy's Journal.
Blade Master	Bronze	Story Mode	Shown	Obtain all Keyblades.
Coliseum Champion	Bronze	Tournament Mini-Game	Hidden	Win the Hades Cup.
Customizer	Bronze	Gummi Ship	Shown	Modify a gummi ship and update the data.
End of the World	Bronze	Story Mode	Hidden	Seal the keyhole in Hollow Bastion.
Final Mix Master	Silver	Story Mode	Hidden	Clear Final Mix.
First Synthesis	Bronze	Synthesis	Shown	Synthesize an item for the first time.
Flying Ace	Bronze	Gummi Ship	Hidden	Shoot down over 2,500 enemies with your gummi ship.
From Rags to Riches	Bronze	Story Mode	Hidden	Obtain over 10,000 Munny.
Gummi Ship Collector	Bronze	Gummi Ship	Shown	Obtain all gummi ship blueprints.
He Who Doesn't Exist	Bronze	Story Mode	Hidden	Defeat the Mysterious Man in Hollow Bastion.
Heartless Hunter	Bronze	Story Mode	Hidden	Defeat over 2,000 Heartless.
Hero of the Coliseum	Bronze	Tournament Mini-Game	Hidden	Win the Hercules Cup.
Honest Soul	Bronze	Story Mode	Shown	Escape from Monstro.
Junior Hero	Bronze	Story Mode	Shown	Seal the keyhole in Olympus Coliseum.
KINGDOM HEARTS Master	Platinum	Story Mode	Hidden	Obtain all trophies.
Level Master	Silver	Story Mode	Hidden	Get Sora to Level 100.
Magic Lamp	Bronze	Story Mode	Shown	Seal the keyhole in Agrabah.
Master Defender	Bronze	Story Mode	Shown	Obtain all shields.
Master Magician	Bronze	Story Mode	Shown	Obtain all staves.
Master of the Seas	Bronze	Story Mode	Shown	Seal the keyhole in Atlantica.
Member of the Tribe	Bronze	Story Mode	Shown	Seal the keyhole in Deep Jungle.
Mini-game Maniac	Bronze	Story Mode	Shown	Collect all Mini-game entries in Jiminy's Journal.
Novice Hero	Bronze	Tournament Mini-Game	Hidden	Win the Phil Cup.
Novice Player	Bronze	Story Mode	Shown	Clear Final Mix on Beginner.
Oathkeeper	Bronze	Story Mode	Hidden	Obtain the Oathkeeper Keyblade.
One-Winged Angel	Bronze	Tournament Mini-Game	Hidden	Defeat Sephiroth in the Platinum Match at Olympus Coliseum.
Pixie Dust	Bronze	Story Mode	Shown	Seal the keyhole in Never Land.
Pooh's Friend	Bronze	Story Mode	Shown	Seal the keyhole in 100 Acre Wood.
Professor	Bronze	Story Mode	Shown	Collect all Character entries in Jiminy's Journal.
Proud Player	Gold	Story Mode	Hidden	Clear Final Mix on Proud.
Pumpkin Prince	Bronze	Story Mode	Shown	Seal the keyhole in Halloween Town.
Record Keeper	Bronze	Story Mode	Shown	Collect all Jiminy's Journal entries.
Searcher	Bronze	Story Mode	Shown	Collect all Ansem Reports in Jiminy's Journal.
Speedster	Gold	Story Mode	Hidden	Defeat the World of Chaos in the End of the World within 15 hours.
Storyteller	Bronze	Story Mode	Shown	Collect all Story entries in Jiminy's Journal.
Supreme Soloist	Bronze	Tournament Mini-Game	Hidden	Complete any solo challenge.
Synthesis Amateur	Bronze	Synthesis	Shown	Synthesize 15 types of items.
Synthesis Master	Bronze	Synthesis	Shown	Synthesize all items.
Synthesis Novice	Bronze	Synthesis	Shown	Synthesize 3 types of items.
Synthesis Vet	Bronze	Synthesis	Shown	Synthesize 30 types of items.
Test Pilot	Bronze	Gummi Ship	Shown	Clear gummi ship mission 1.
The Cloaked Shadow	Bronze	Story Mode	Hidden	Defeat the Phantom at the Clock Tower.
The Frosty Giant	Bronze	Tournament Mini-Game	Hidden	Defeat the Ice Titan in the Gold Match at Olympus Coliseum.
The Rabbit Hole	Bronze	Story Mode	Shown	Seal the keyhole in Wonderland.
The Sandy Blade	Bronze	Story Mode	Hidden	Defeat Kurt Zisa in Agrabah.
Time Attacker	Bronze	Tournament Mini-Game	Hidden	Complete any time trial challenge.
Top Dog	Bronze	Story Mode	Shown	Collect all 101 Dalmatian entries in Jiminy's Journal.
Top Gun	Bronze	Gummi Ship	Shown	Clear all gummi ship routes.
Treasure Hunter	Bronze	Story Mode	Hidden	Open 100 treasure chests.
Unchanging Armor	Silver	Story Mode	Shown	Clear the game without changing equipment.
Undefeated	Silver	Story Mode	Shown	Clear the game without using a continue.
Veteran Pilot	Bronze	Gummi Ship	Shown	Clear gummi ship mission 2.
Where the Bells Toll	Bronze	Story Mode	Shown	Seal the keyhole in Traverse Town.

Dive Into the Heart

Dive Into the Heart

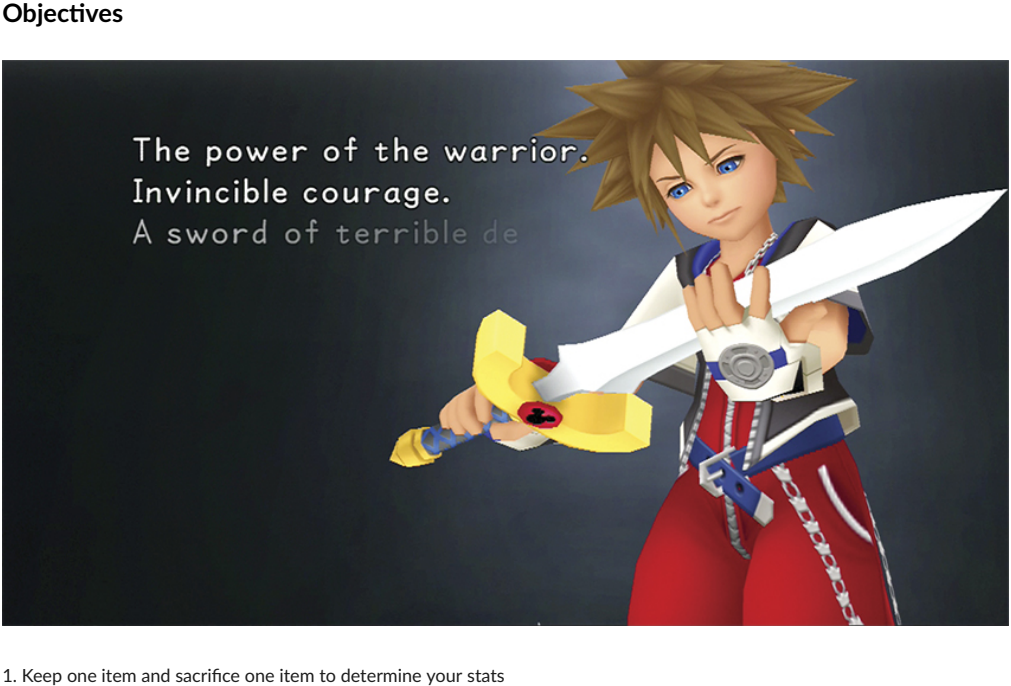
Opponents

Name	Shadows	Darkside
HP	10	240

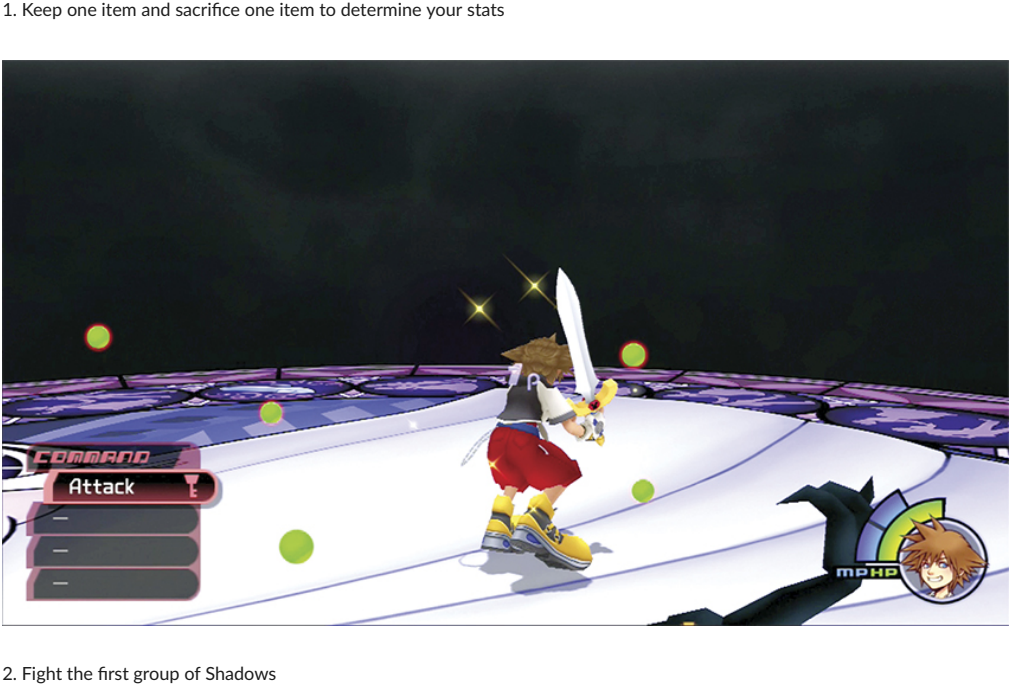
Items

No.	Item	Location	Condition
1	Potion		

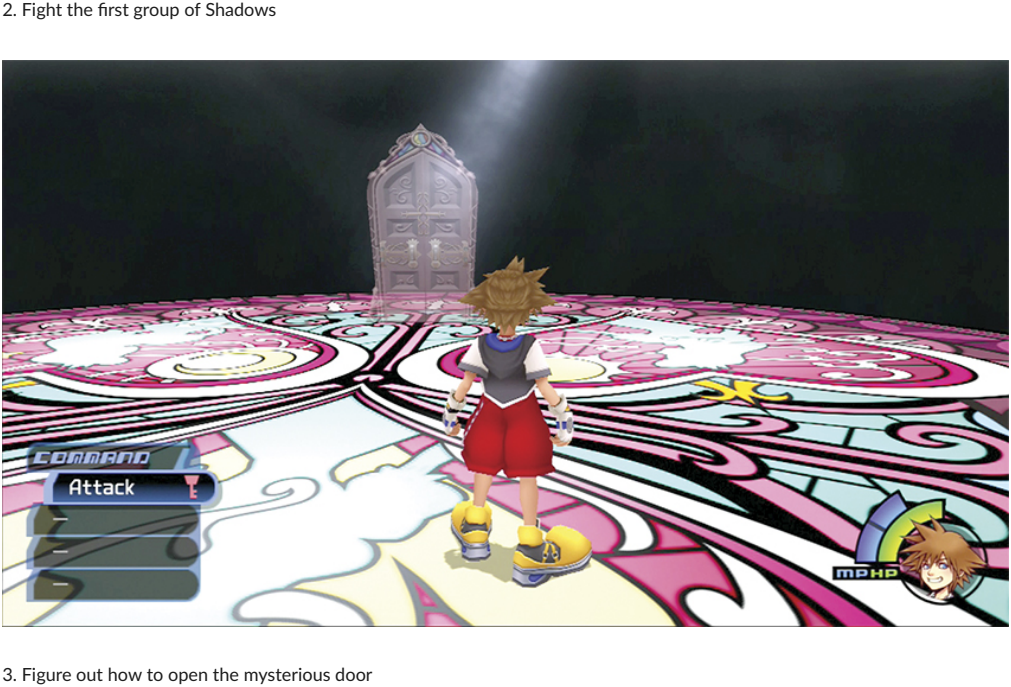
Objectives



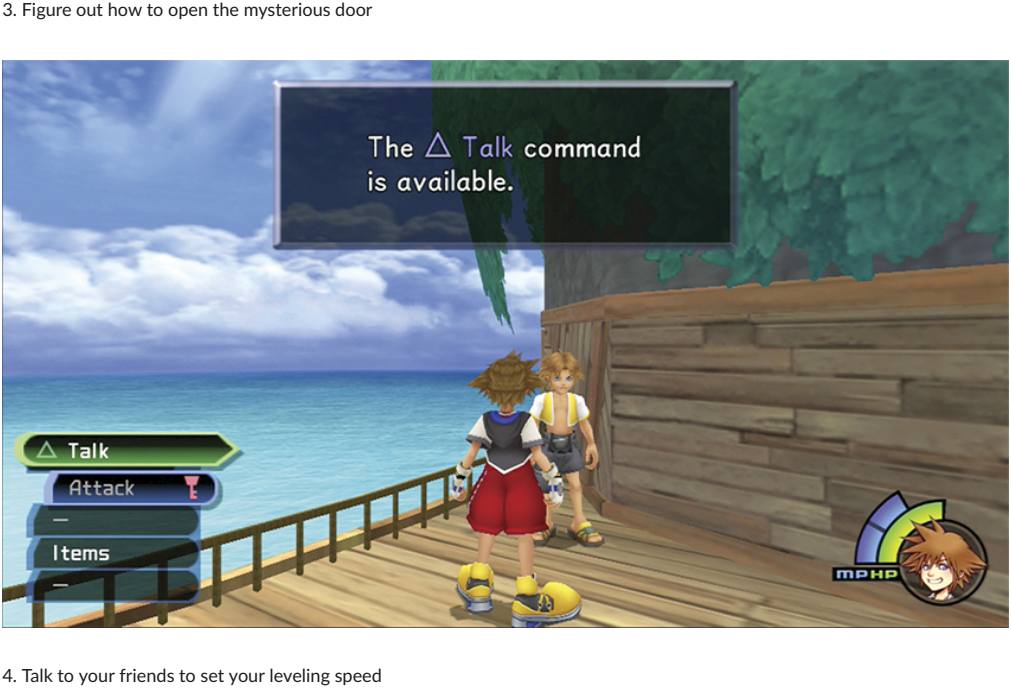
1. Keep one item and sacrifice one item to determine your stats



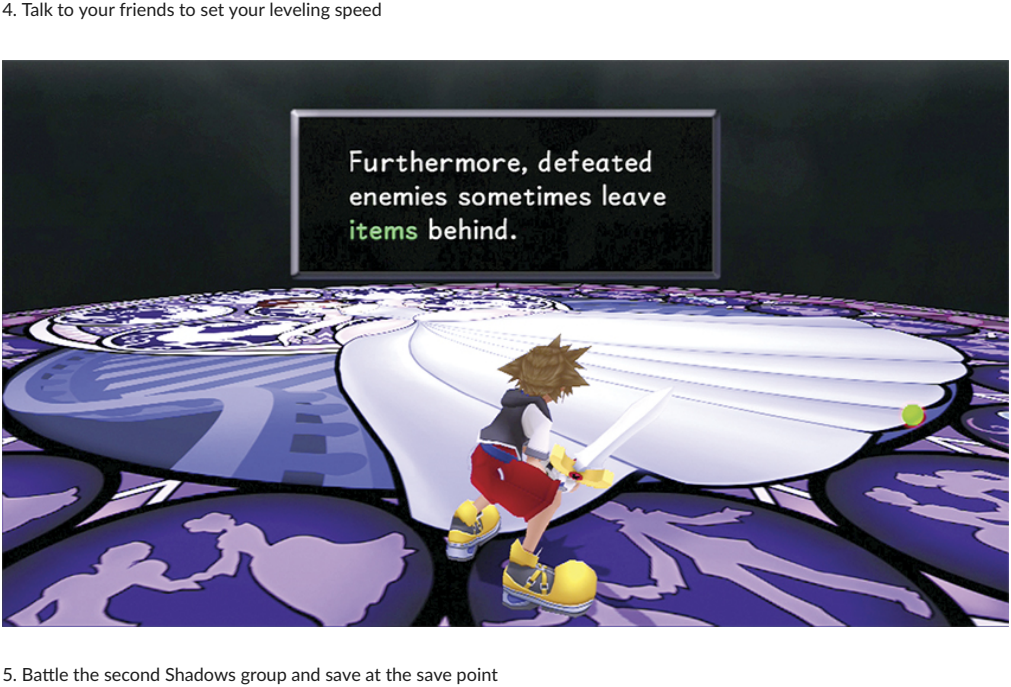
2. Fight the first group of Shadows



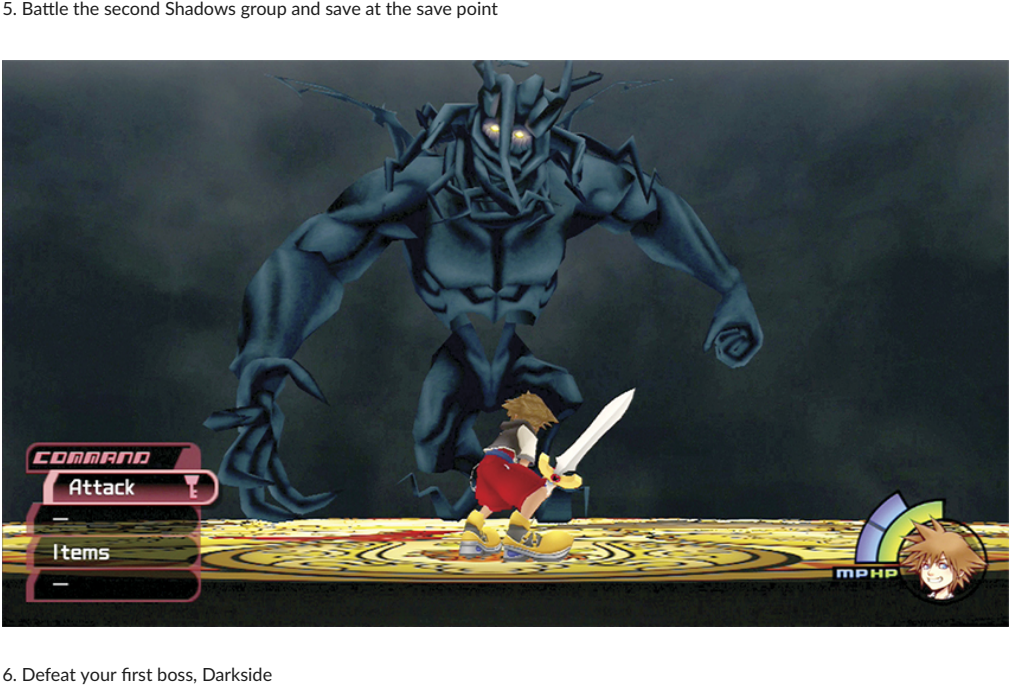
3. Figure out how to open the mysterious door



4. Talk to your friends to set your leveling speed

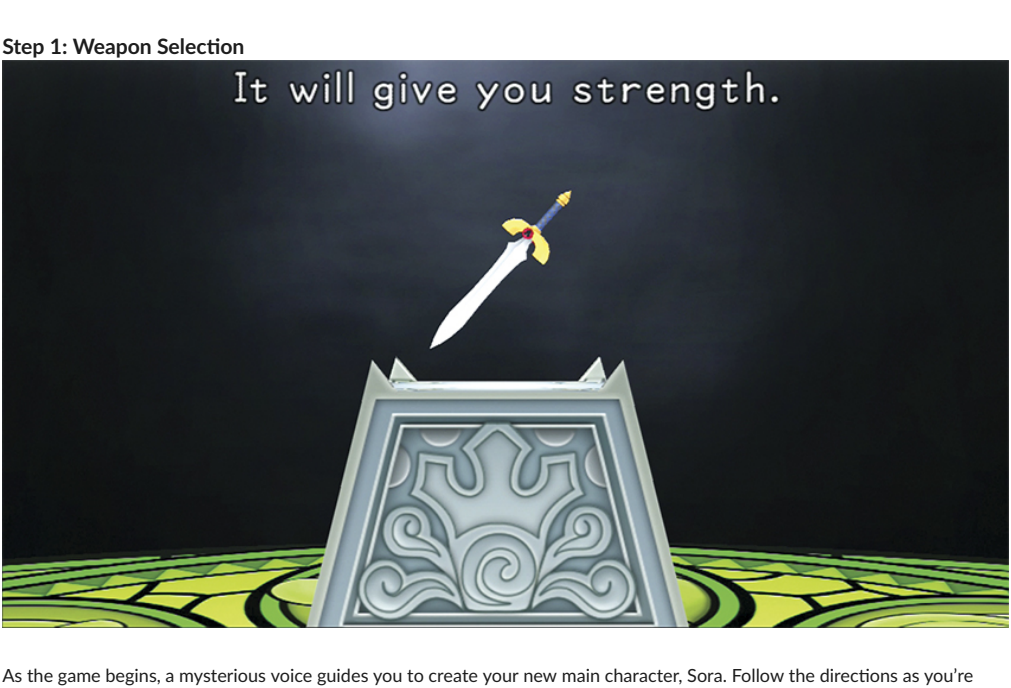


5. Battle the second Shadows group and save at the save point

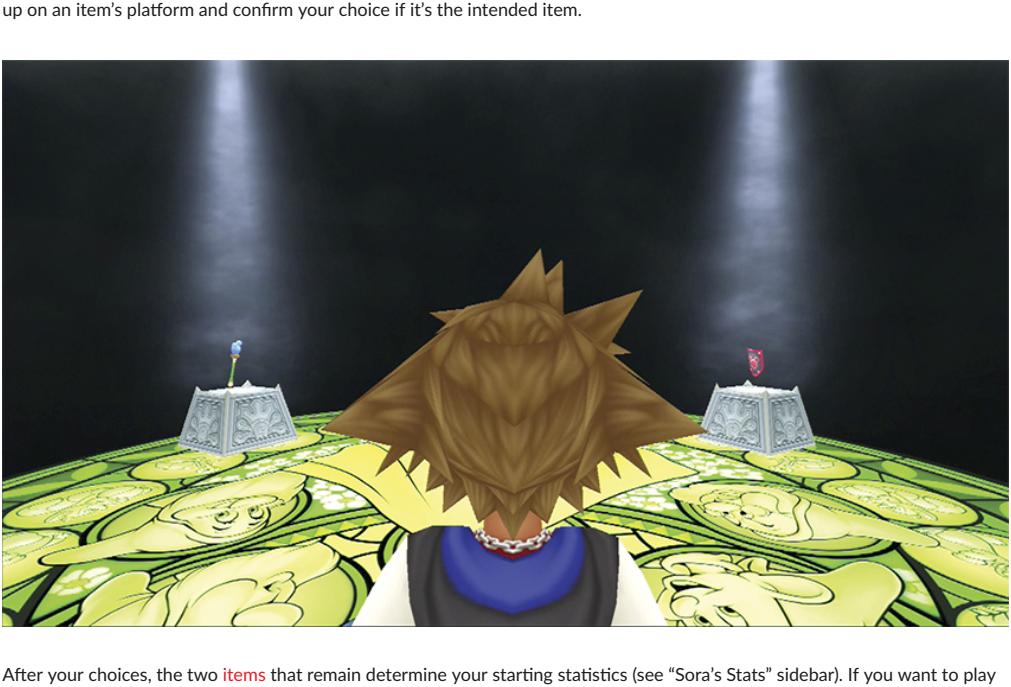


6. Defeat your first boss, Darkside

Step 1: Weapon Selection



As the game begins, a mysterious voice guides you to create your new main character, Sora. Follow the directions as you're offered a choice among three items: sword, staff, and shield. You will be asked to select one item and sacrifice another. Jump up on an item's platform and confirm your choice if it's the intended item.



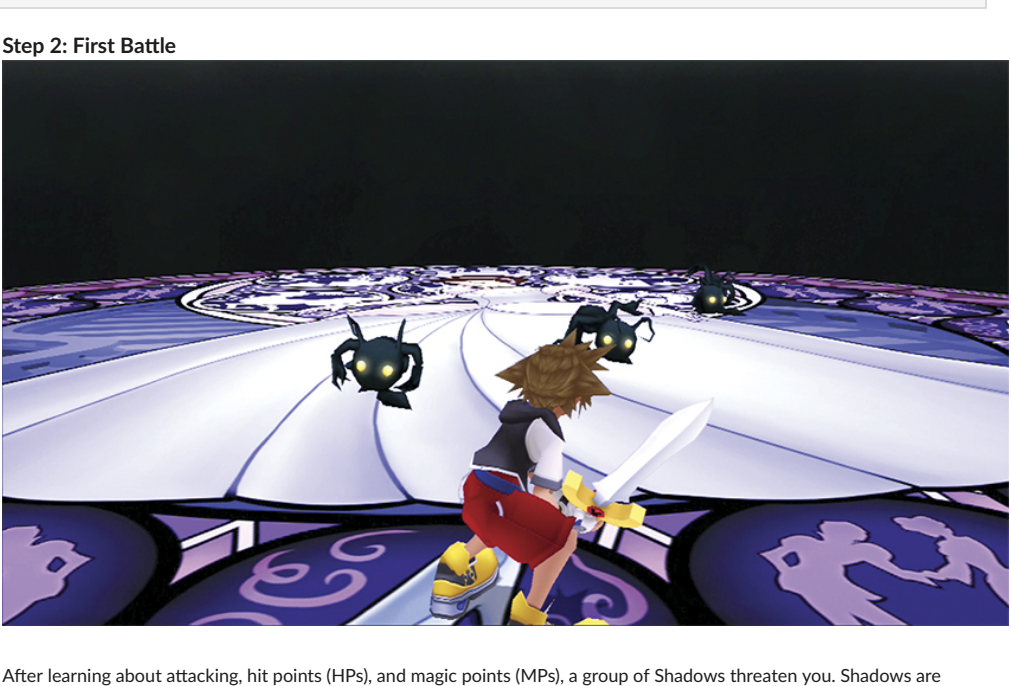
After your choices, the two items that remain determine your starting statistics (see "Sora's Stats" sidebar). If you want to play more offensively, select the sword, while the shield gives you more defense. Keep the shield if you plan on relying on magic over brawn in future battles. Whichever item you choose to keep will be your starting weapon, though you will gain the more potent Keyblade soon enough, so your weapon look shouldn't be your primary concern during character creation.

Tip

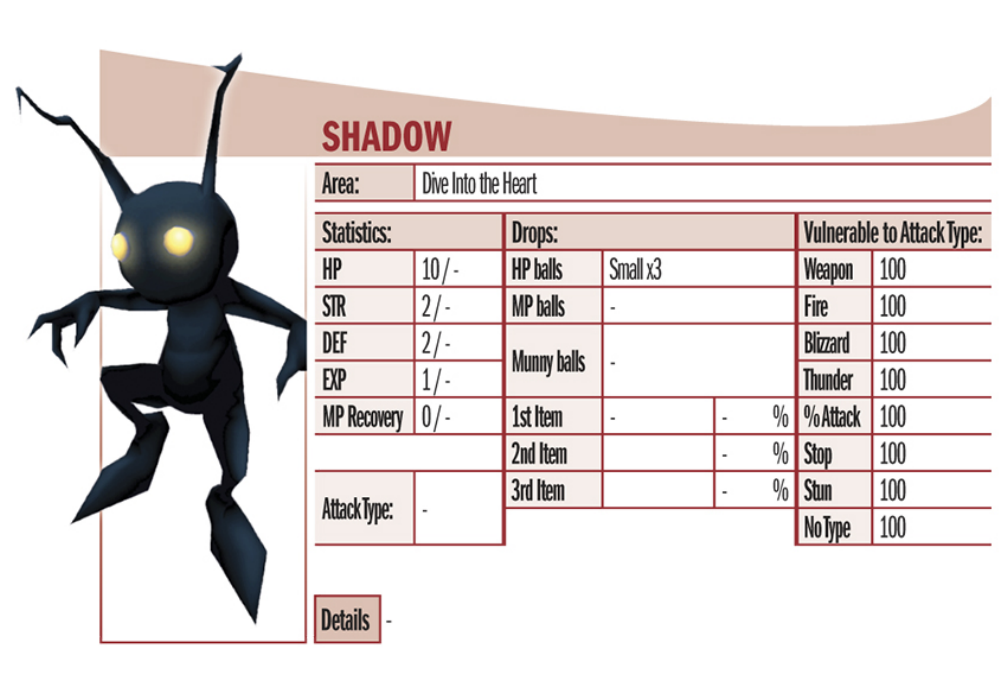
Whenever you level up, or periodically as you explore a world, check your status in the start menu. You'll want to equip new items and abilities as soon as you gain them.

Keep	Sacrifice	HP	MP	AP	STR	DEF	Weapon
Sword	Shield	18	2	3	6	1	Sword
Sword	Staff	18	2	1	6	2	Sword
Shield	Sword	18	2	3	4	4	Shield
Shield	Staff	18	2	1	5	4	Shield
Staff	Sword	18	3	3	3	3	Staff
Staff	Shield	18	3	3	5	1	Staff

Step 2: First Battle



After learning about attacking, hit points (HPs), and magic points (MPs), a group of Shadows threaten you. Shadows are relatively easy to dispatch, though you'll have to be patient when they flatten out and wait for them to reform so you can strike them. After you vanquish the first one, you learn about targeting before battling the remaining Shadows. Be sure to scoop up the green HP balls the Shadows drop to replenish any lost hit points.

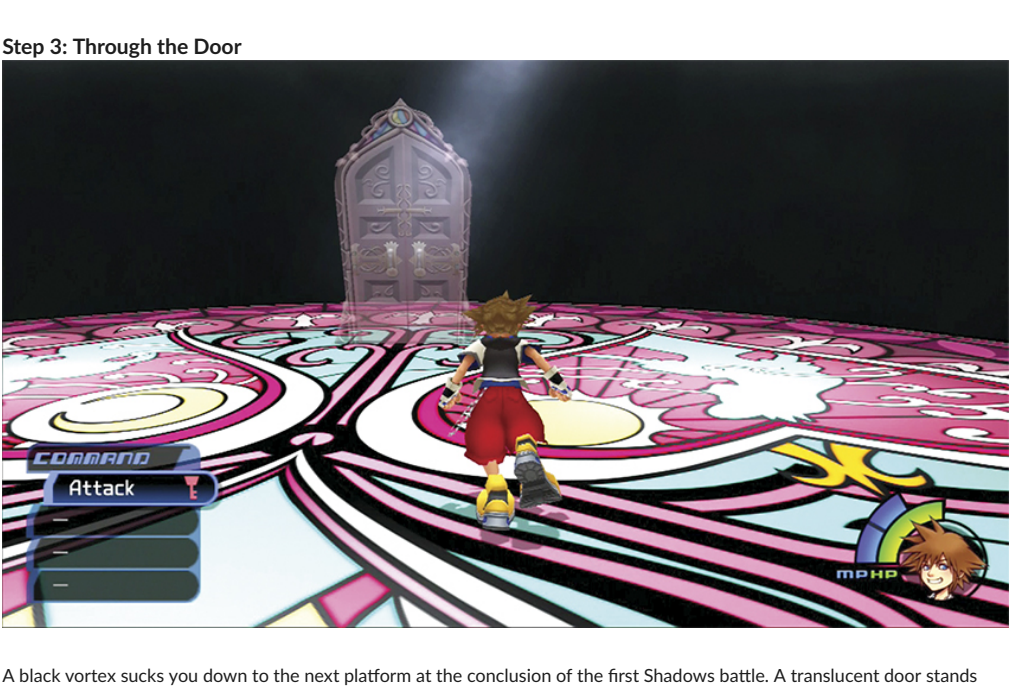


SHADOW

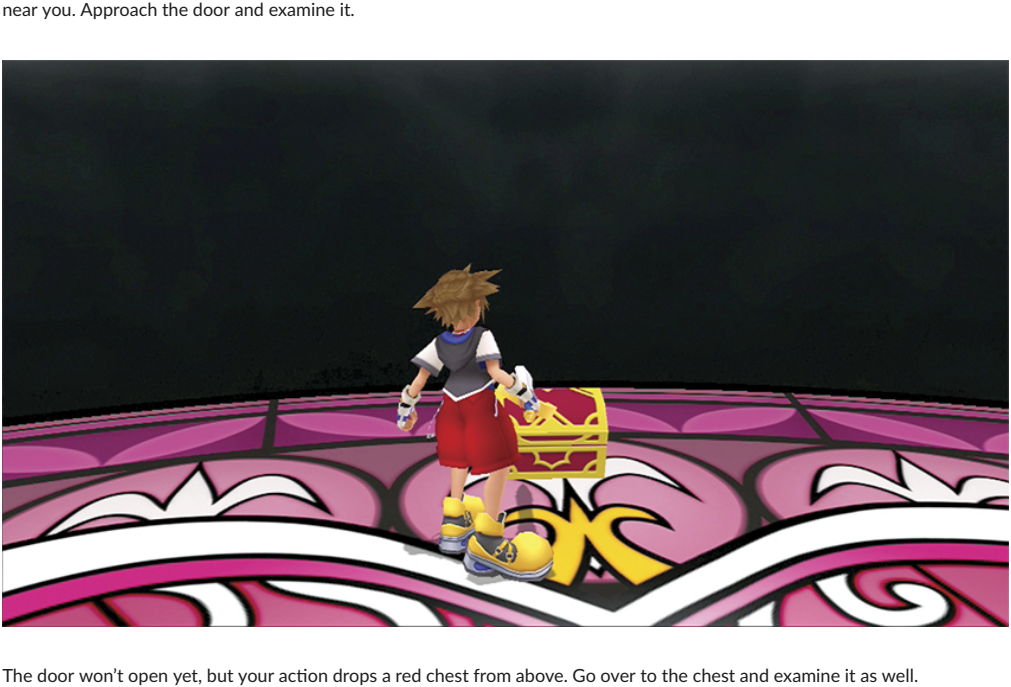
Area:	Dive Into the Heart					
Statistics:		**Drops:**			**Vulnerable to Attack Type:**	
HP	10/-	HP balls	Small x3		Weapon	100
STR	2/-	MP balls	-		Fire	100
DEF	2/-	Munny balls	-		Blizzard	100
EXP	1/-				Thunder	100
MP Recovery	0/-	1st Item	-	- %	%Attack	100
		2nd Item		- %	Stop	100
Attack Type:	-	3rd Item		- %	Stun	100
					No Type	100

Details -

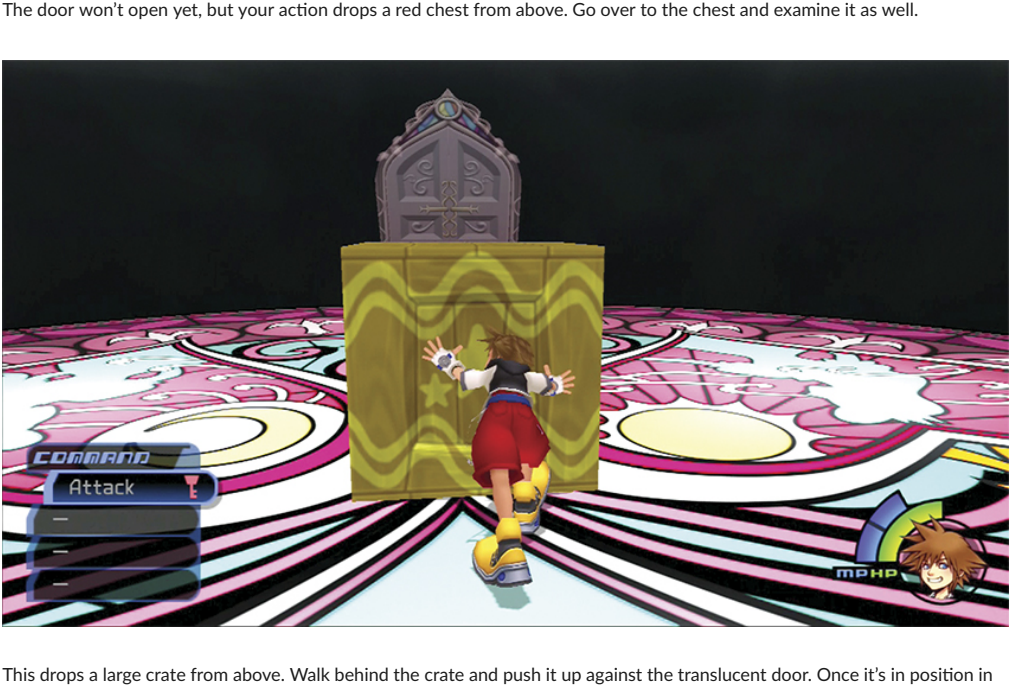
Step 3: Through the Door



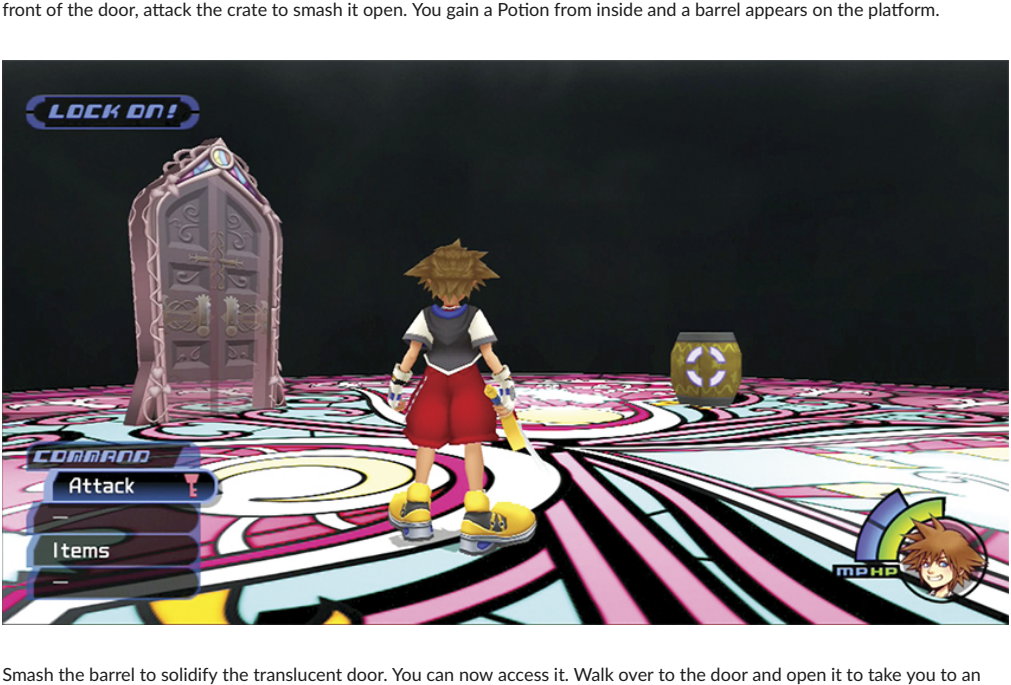
A black vortex sucks you down to the next platform at the conclusion of the first Shadows battle. A translucent door stands near you. Approach the door and examine it.



The door won't open yet, but your action drops a red chest from above. Go over to the chest and examine it as well.



This drops a large crate from above. Walk behind the crate and push it up against the translucent door. Once it's in position in front of the door, attack the crate to smash it open. You gain a Potion from inside and a barrel appears on the platform.



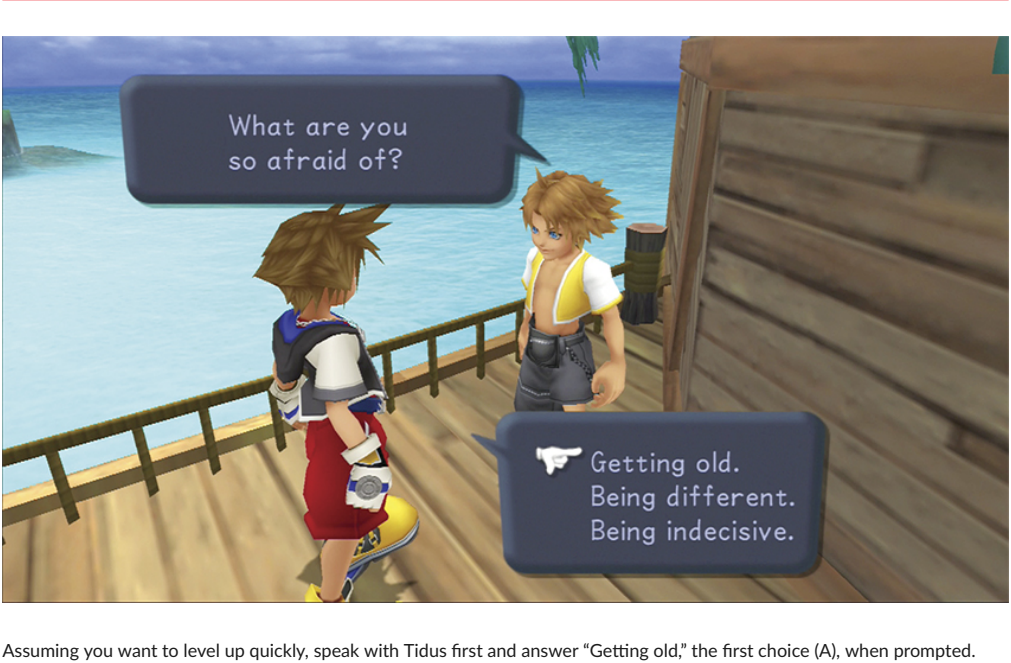
Smash the barrel to solidify the translucent door. You can now access it. Walk over to the door and open it to take you to an important conversation with three of Sora's friends.

Step 4: Leveling Path

Each of your friends will ask you a question. How quickly you level up from experience will be determined by your answers. This guide assumes that you want to level up as quickly as possible, so the "fast" path is outlined here. If you would like to proceed at an "average" speed or a "slow" speed, see the "Leveling Speed Answer Key" sidebar.

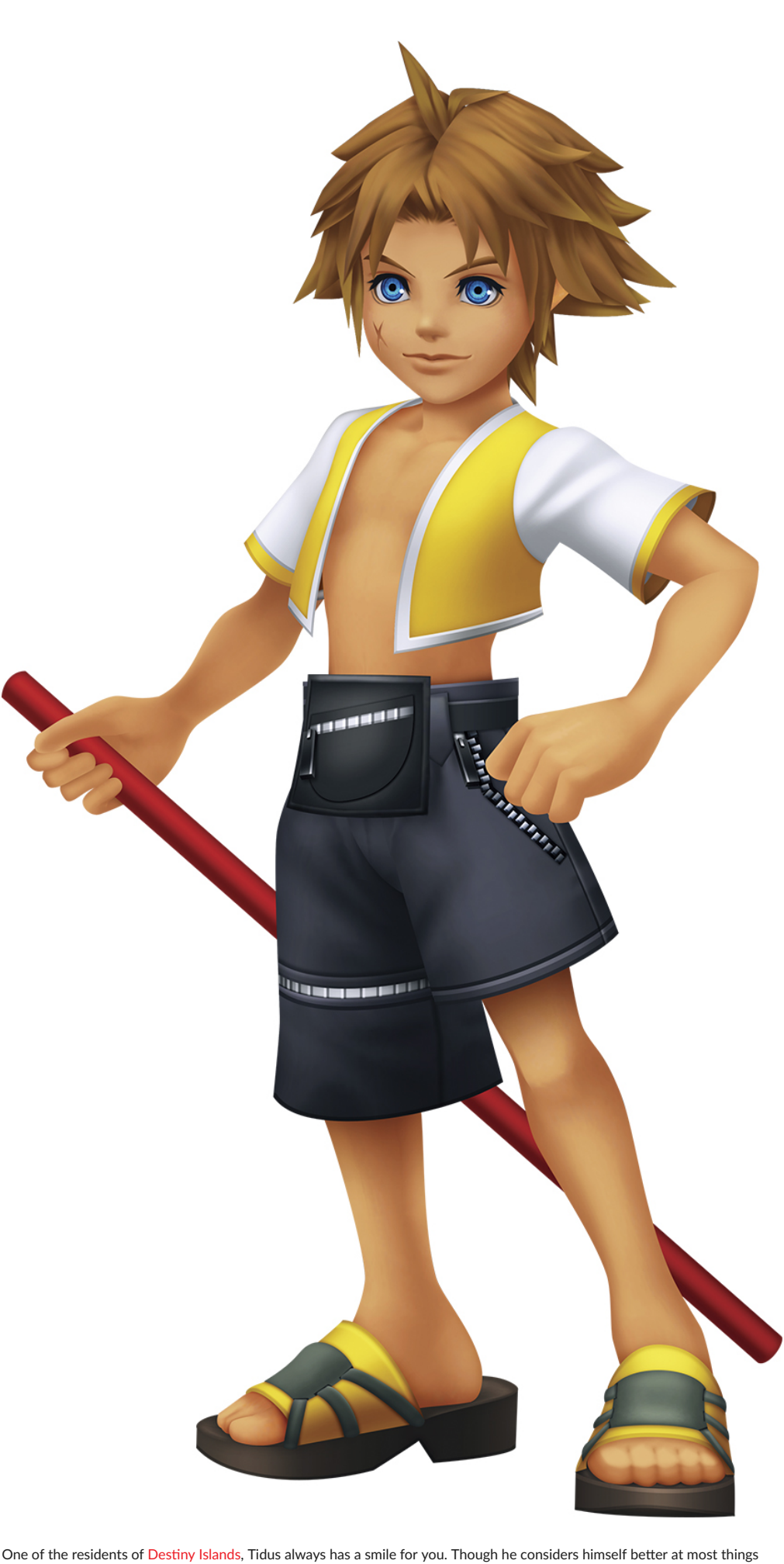
Caution

Your dialogue choices with your friends here affect how quickly or slowly you gain experience. Answer carefully for the leveling speed you wish to play with for the whole game.

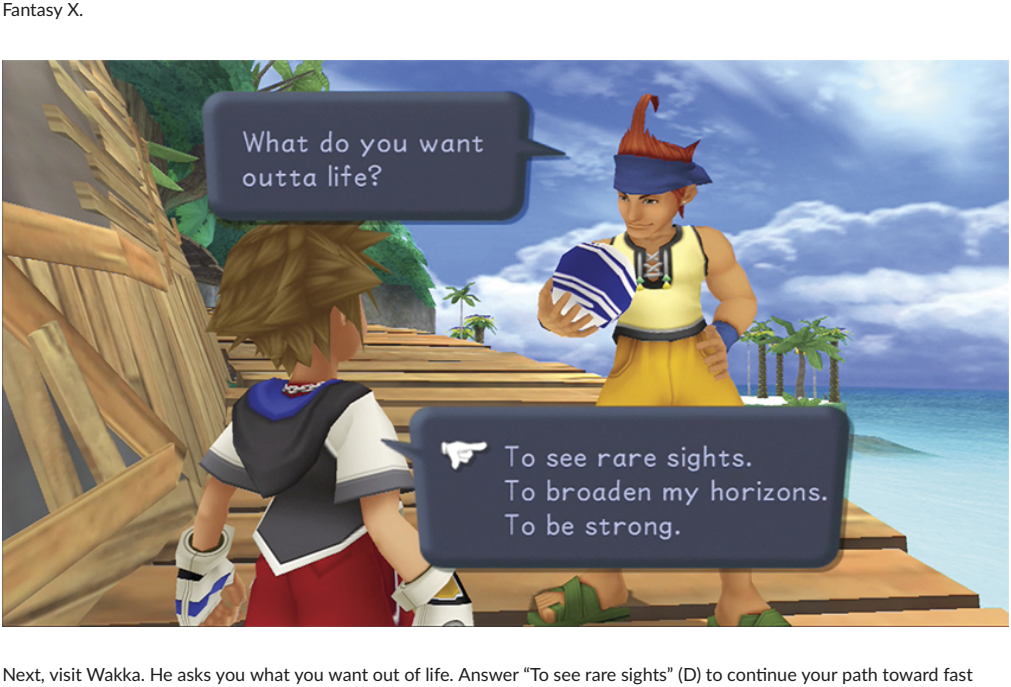


Assuming you want to level up quickly, speak with Tidus first and answer "Getting old," the first choice (A), when prompted. Ignore "Being different" (B) and "Being indecisive" (C), which generally lead to slower experience growth.

Tidus

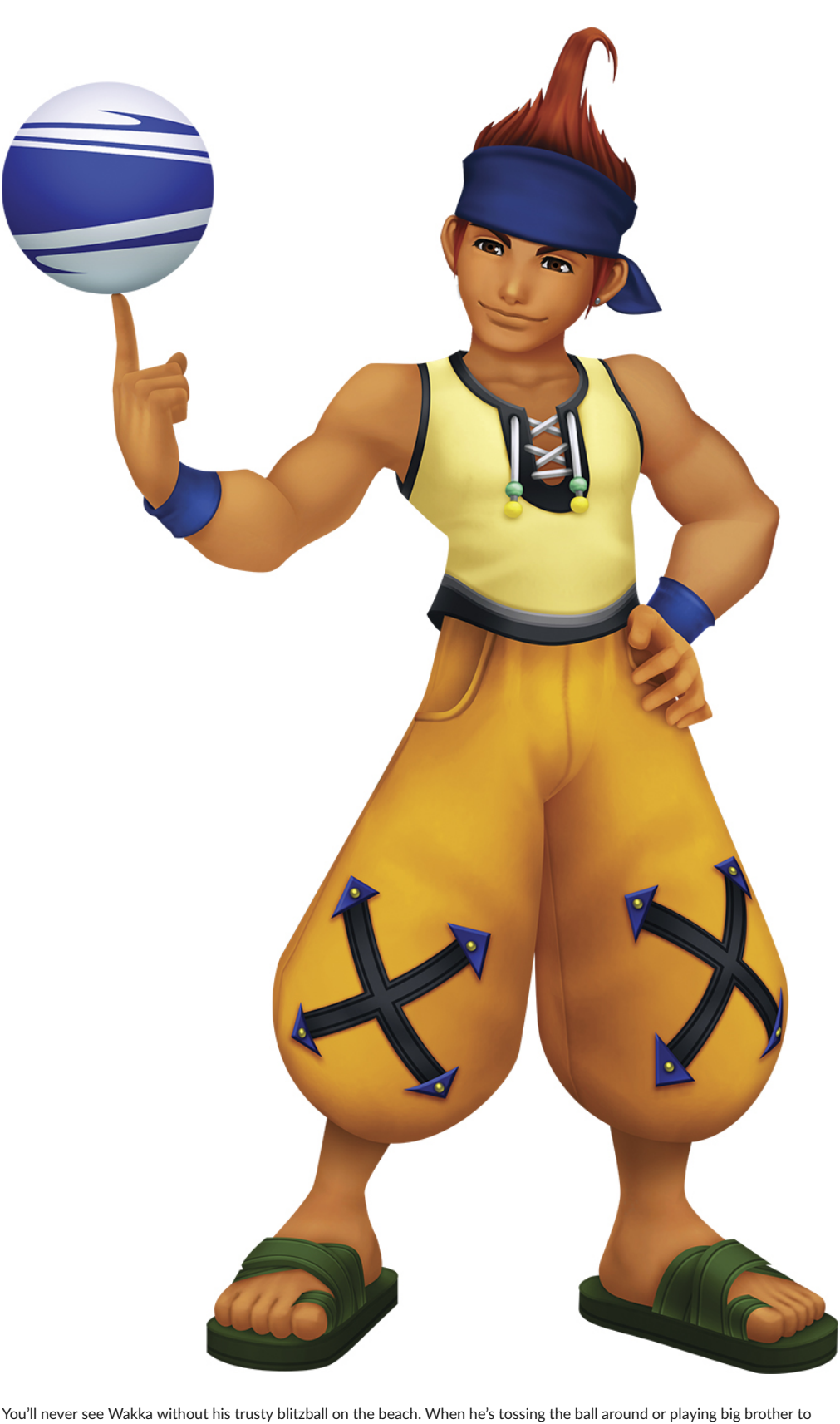


One of the residents of Destiny Islands, Tidus always has a smile for you. Though he considers himself better at most things than everyone else on the beach, Tidus is still a loyal friend to all his Destiny Islands friends. Tidus was the main hero of Final Fantasy X.



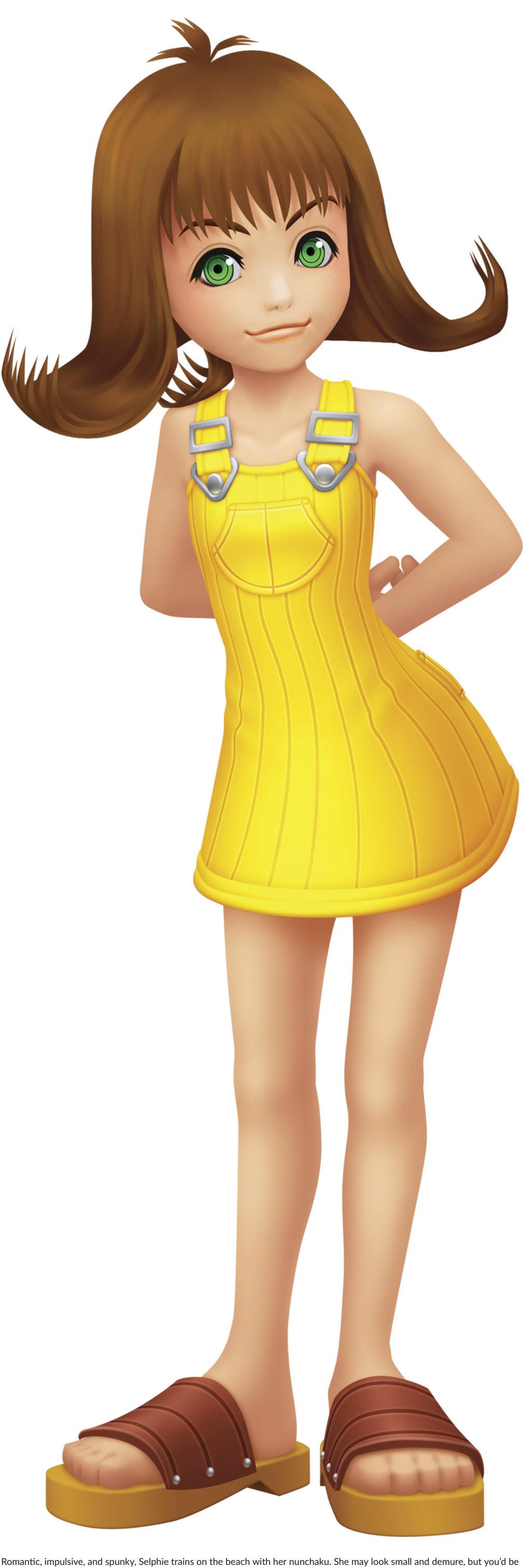
Next, visit Wakka. He asks you what you want out of life. Answer "To see rare sights" (D) to continue your path toward fast leveling. Ignore "To broaden my horizons" (E) unless you want a slower experience growth. It's possible to answer "To be strong" (F), though in order to work, that requires a specific selection (G) when talking with Selphie.

Wakka

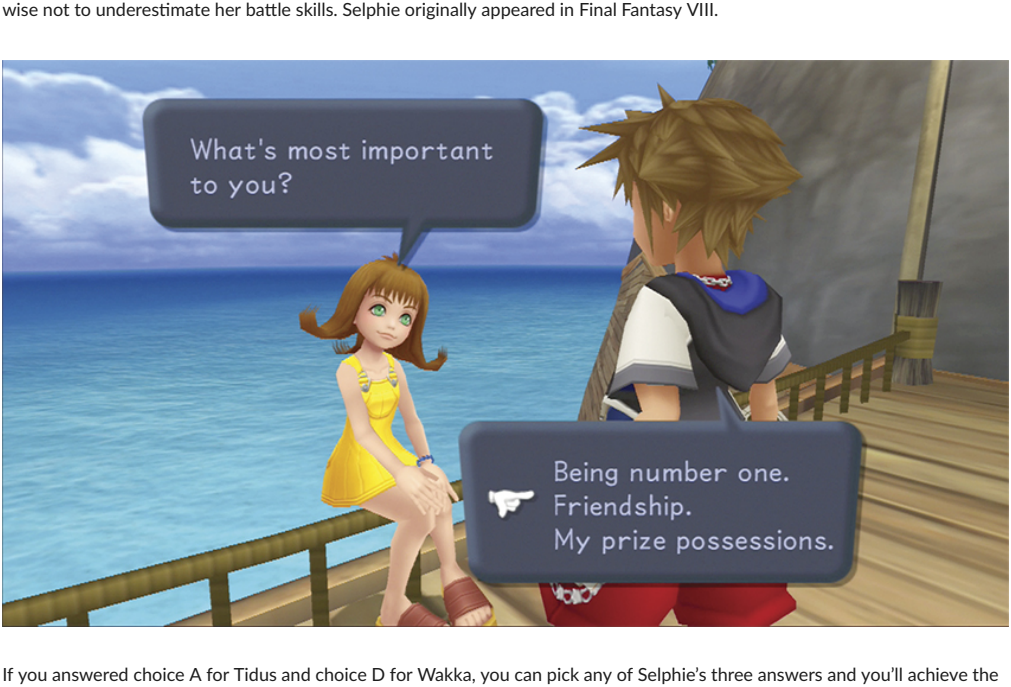


You'll never see Wakka without his trusty blitzball on the beach. When he's tossing the ball around or playing big brother to Tidus and Selphie, Wakka hangs out with the rest of the Destiny Islands clan. Wakka originally appeared in Final Fantasy X.

Selphie



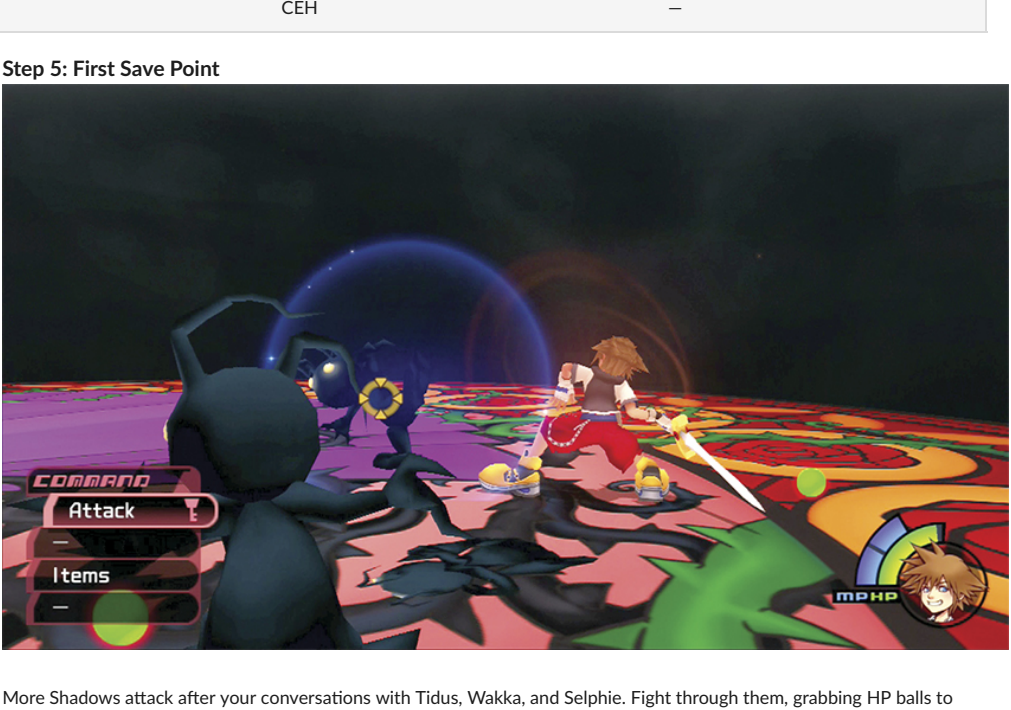
Romantic, impulsive, and spunky, Selphie trains on the beach with her nunchaku. She may look small and demure, but you'd be wise not to underestimate her battle skills. Selphie originally appeared in Final Fantasy VIII.



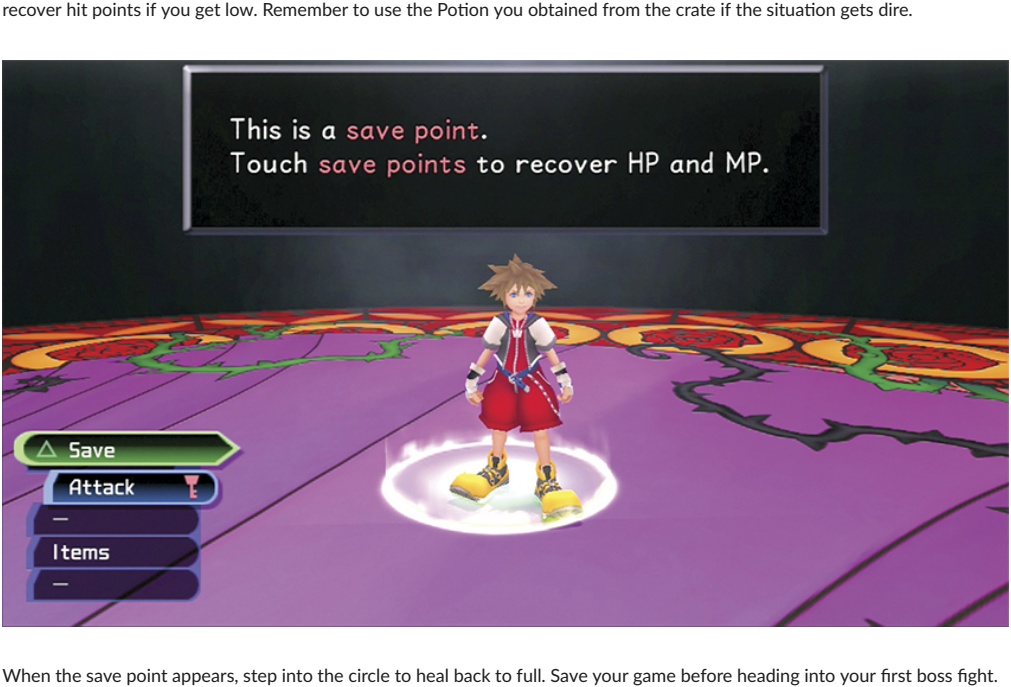
If you answered choice A for Tidus and choice D for Wakka, you can pick any of Selphie's three answers and you'll achieve the fast experience path. Be sure to pick "Being number one" (G) for what's important to you if you answered choice F for Wakka. Otherwise, choice H ("Friendship") and choice I ("My prize possessions") lead you down slower experience growth paths.

Fast Growth	Average Growth	Slow Growth
ADG	AEH	AFI
ADH	AEI	BDI
ADI	AFH	BFI
AFG	BDH	CDI
BDG	BEG	CEI
CDG	BEH	CEG
–	BEI	CFH
–	BFG	CFI
–	BFH	–
–	CDH	–
–	CEG	–
–	CEH	–

Step 5: First Save Point



More Shadows attack after your conversations with Tidus, Wakka, and Selphie. Fight through them, grabbing HP balls to recover hit points if you get low. Remember to use the Potion you obtained from the crate if the situation gets dire.

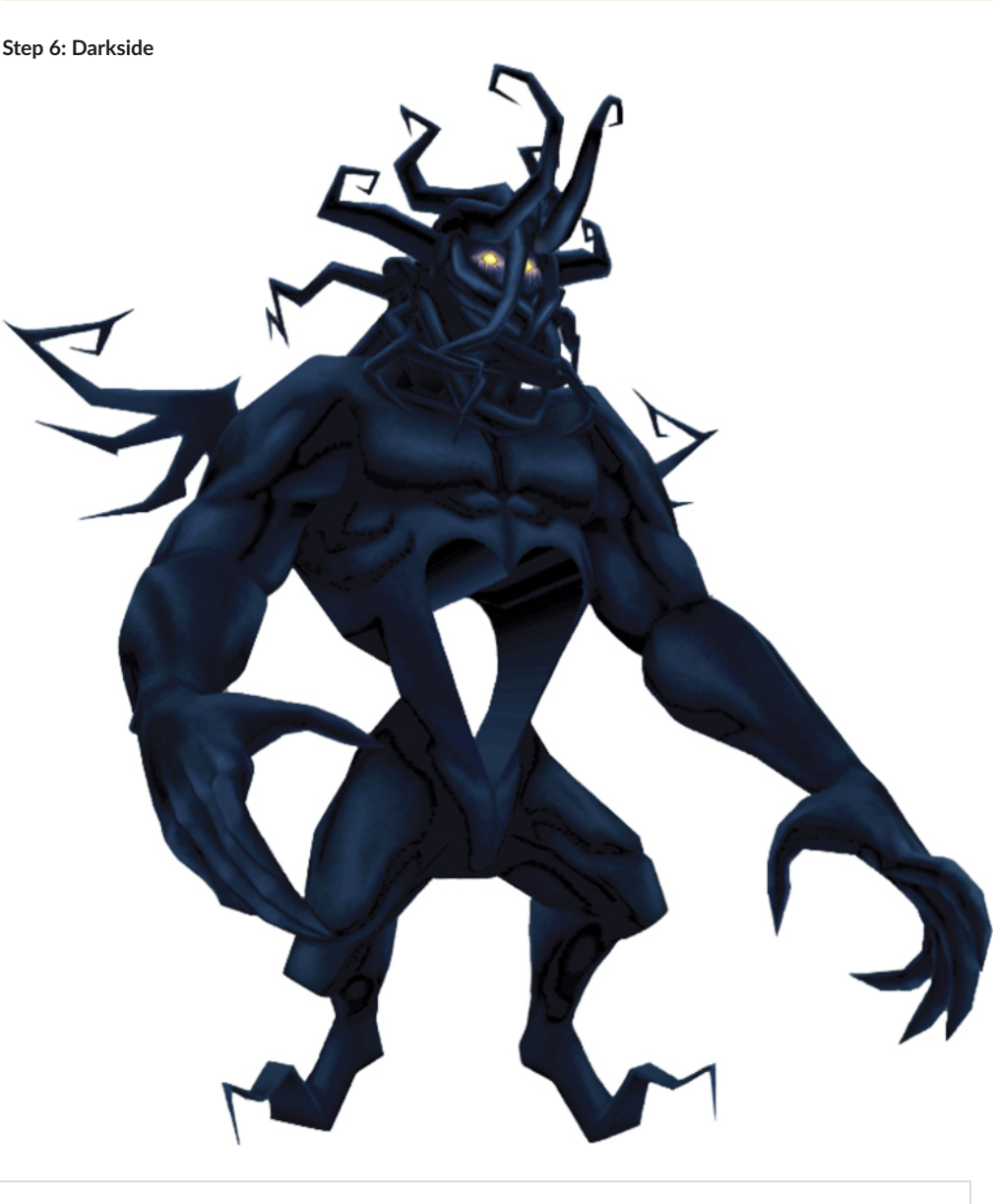


When the save point appears, step into the circle to heal back to full. Save your game before heading into your first boss fight.

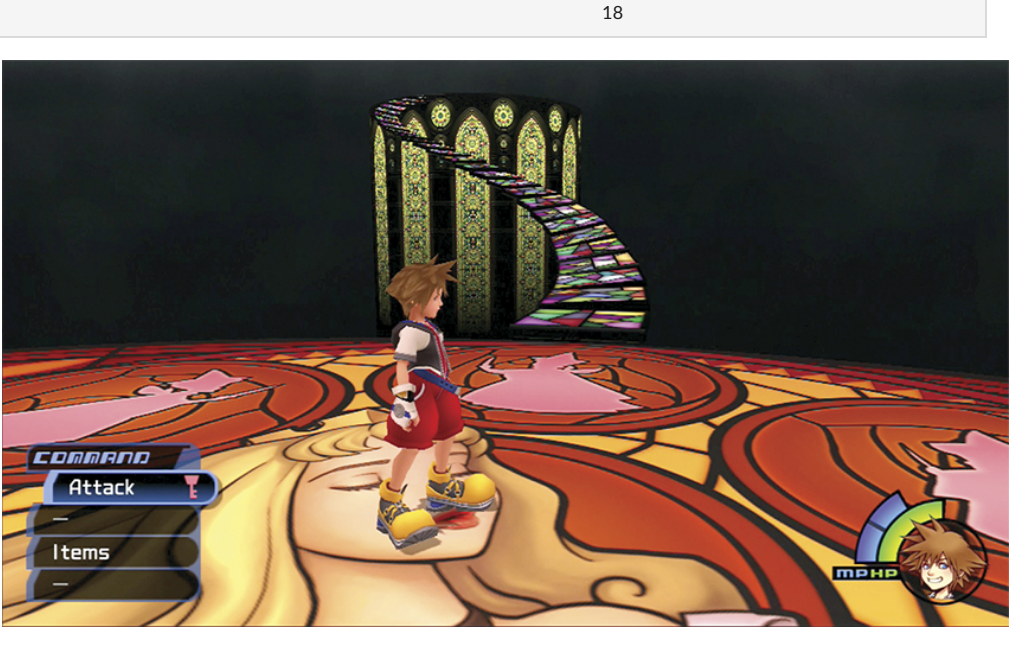
Tip

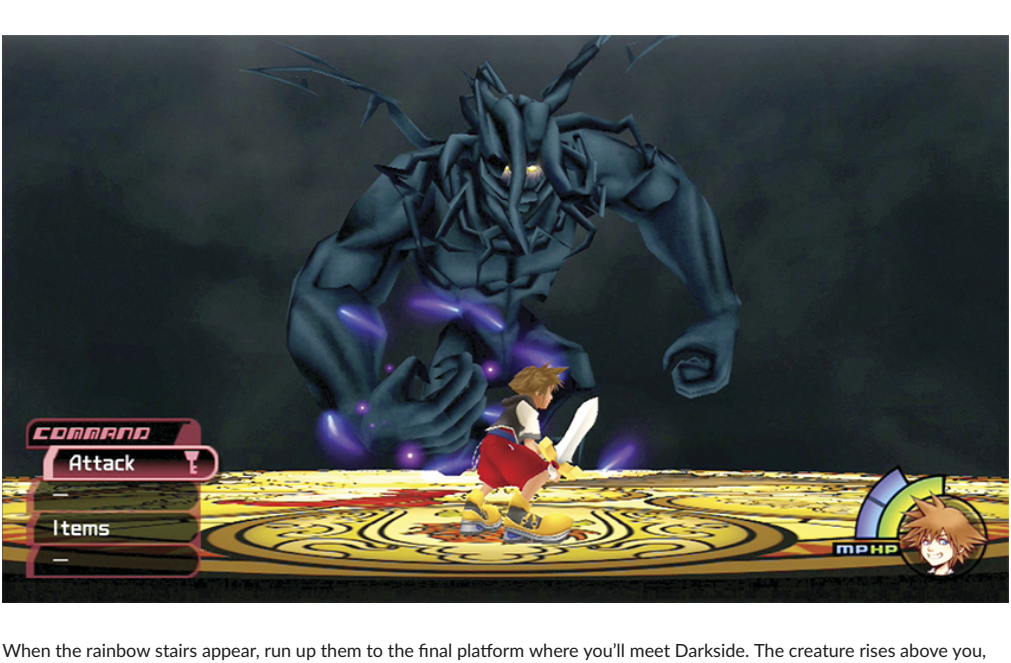
Make sure you step on any save point you discover. It is the only spot for you to save your game, and a save point will restore your entire party's HPs and MPs.

Step 6: Darkside



HP	240
Strength	2
Defense	2
EXP	18

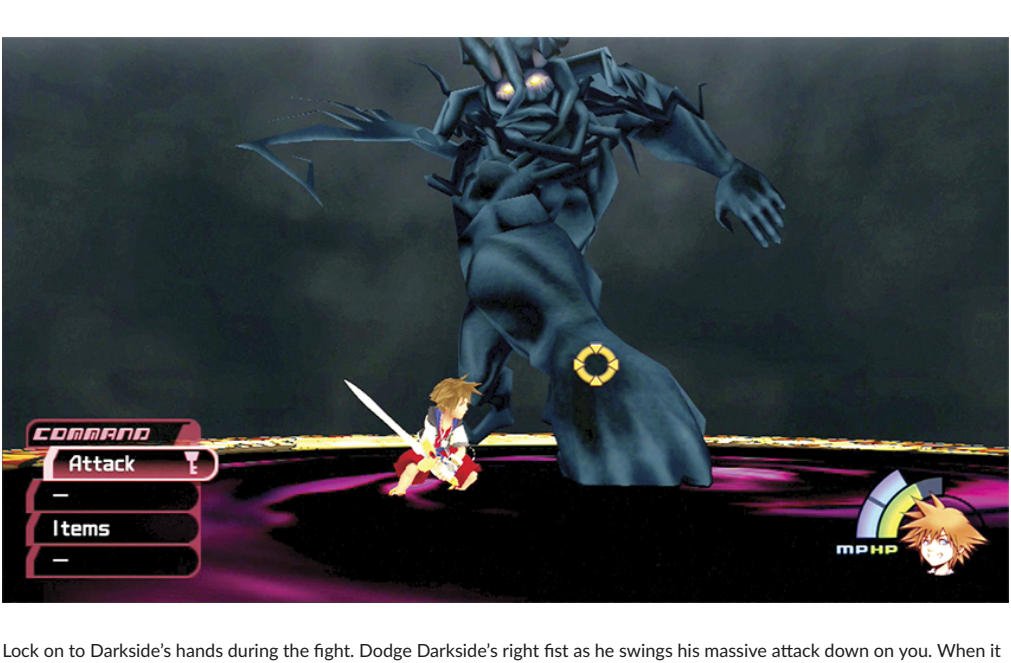




When the rainbow stairs appear, run up them to the final platform where you'll meet Darkside. The creature rises above you, and try as you might, you can't leave the circular platform; you must defeat Darkside to survive!

Note

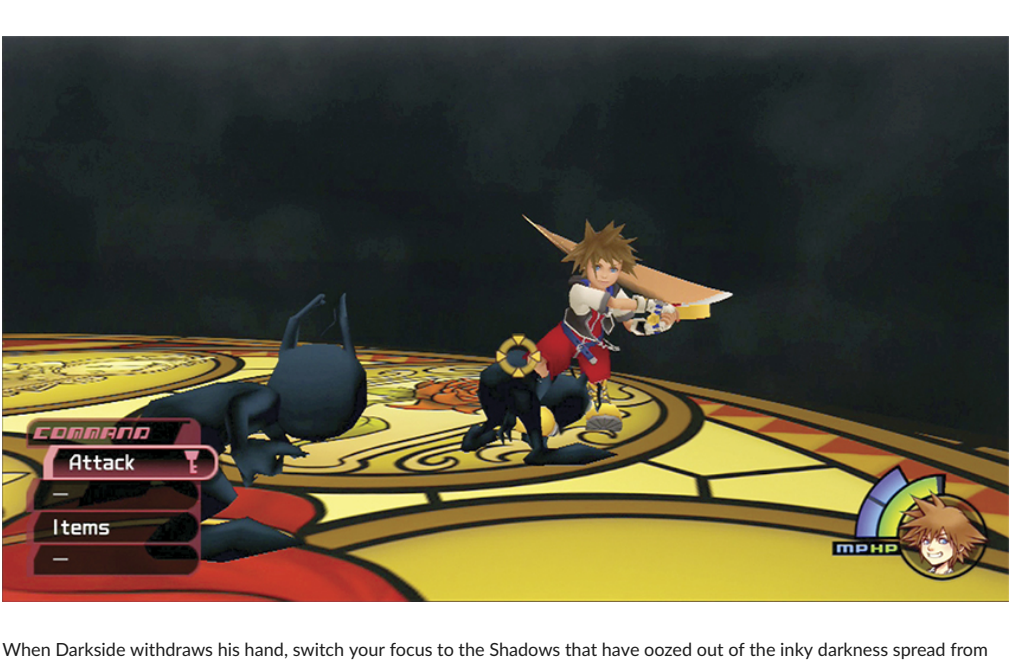
A boss is a difficult enemy that requires a specific strategy to beat based on the boss's attacks, weaknesses, and/or the battlefield terrain.



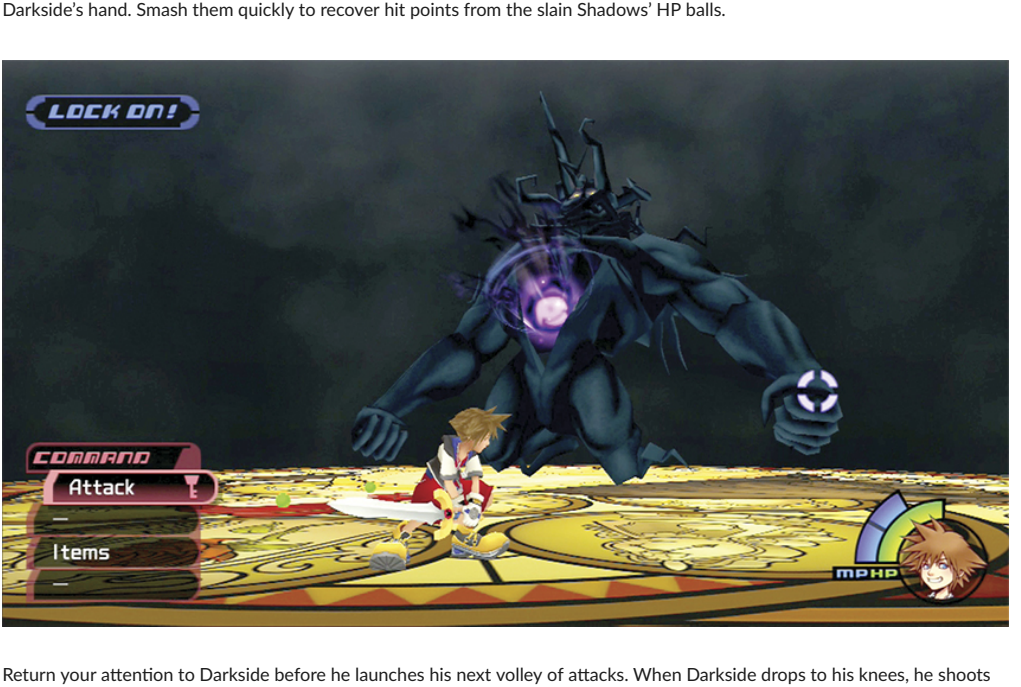
Lock on to Darkside's hands during the fight. Dodge Darkside's right fist as he swings his massive attack down on you. When it lands, Darkside's hand sinks into the platform and remains trapped there for several seconds. Pound away at the hand you're locked onto and deliver as much damage as you can before Darkside withdraws his hand. Don't let any Shadows that spawn distract your attacks on Darkside's hand.

Caution

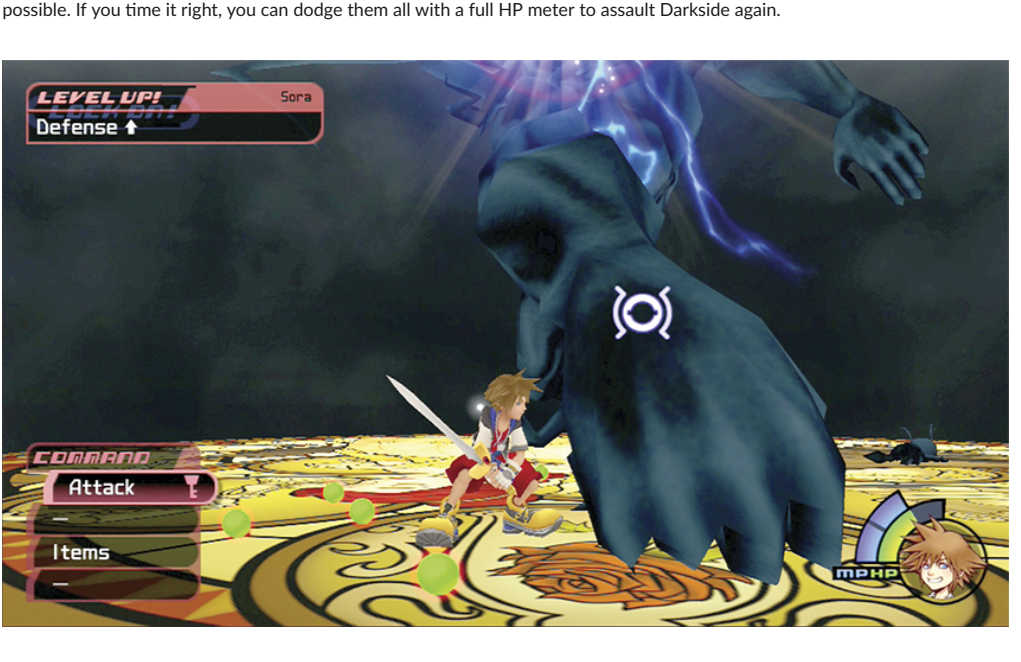
If you remain in front of Darkside, you will take more damage. Stay to the side if you can.

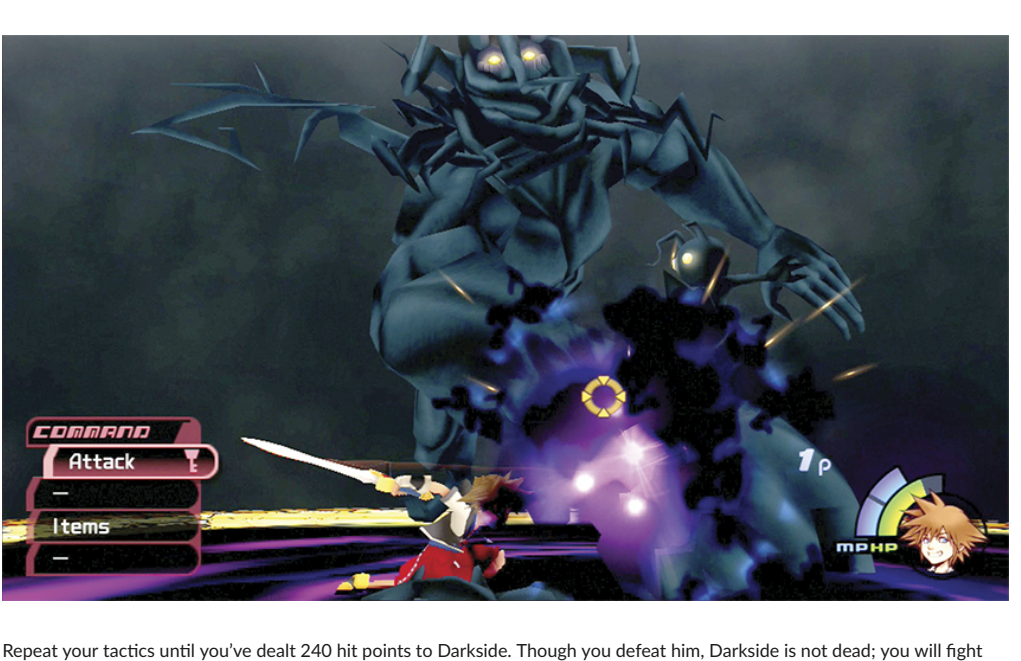


When Darkside withdraws his hand, switch your focus to the Shadows that have oozed out of the inky darkness spread from Darkside's hand. Smash them quickly to recover hit points from the slain Shadows' HP balls.



Return your attention to Darkside before he launches his next volley of attacks. When Darkside drops to his knees, he shoots out a series of energy balls from his chest. As the energy balls rocket toward you, jump to the side and avoid as many as possible. If you time it right, you can dodge them all with a full HP meter to assault Darkside again.





Repeat your tactics until you've dealt 240 hit points to Darkside. Though you defeat him, Darkside is not dead; you will fight him again shortly. The boss's inky blackness swallows you at the fight's conclusion and deposits you in the most unexpected of locations—a sunny beach!

Note

Unlike in most fights, if you die here against Darkside, the story will still continue.

Destiny Islands

Destiny Islands

Opponents

Name	Shadow	Darkside
HP	12	300

Items

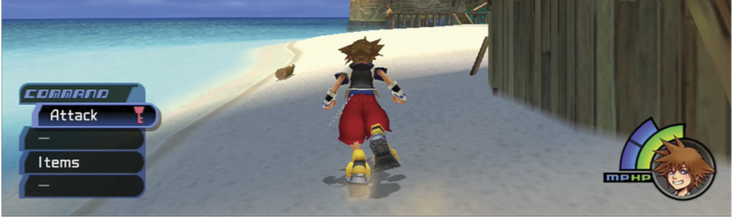
No.	Item	Location	Condition
①	Log	1-1	Gather on 1st day
②	Log	1-1	Gather on 1st day
③	Rope	1-1	Gather on 1st day
④	Cloth	1-3	Gather on 1st day
⑤	Potion	1-1	Beat Riku
⑥	Hi-Potion	1-1	Given by Kairi
⑦	Pretty Stone	1-4	Beat Riku in race
⑧	Empty Bottle	1-4	Given by Kairi
⑨	Coconut	1-4	Gather on 2nd day
⑩	Coconut	1-1	Gather on 2nd day
⑪	Mushroom	1-4	Inside beach cave
⑫	Mushroom	1-4	Behind tower
⑬	Protect Chain	1-4	Inside cliff cave

⑭	Drinking Water	1-4	Gather on 2nd day
⑮	Seagull Egg	1-1	Gather on 2nd day
⑯	Fish	1-1	Gather 3 fish on 2nd day
⑰	Mushroom	1-5	Gather on 2nd day
⑱	Hi-Potion	1-4	Given by Kairi
⑲	Keyblade	1-1	Available on 2nd night

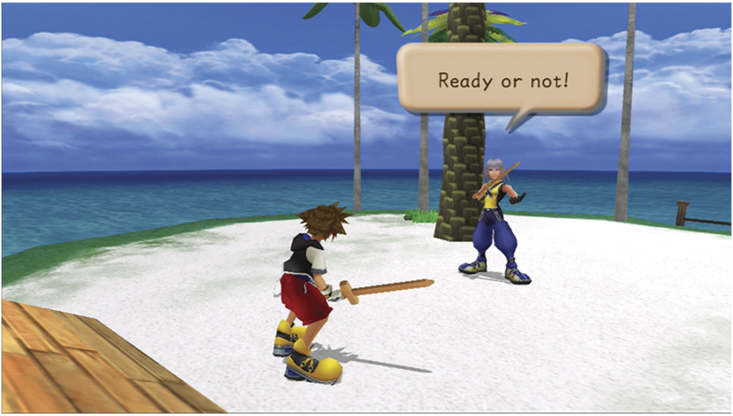
Characters

No.	Character	Location	Purpose
①	Kairi	1-1	Meet on 1st day
②	Riku	1-1	Meet on 1st day
③	Tidus	1-1	Meet on 1st day
④	Wakka	1-1	Meet on 1st day
⑤	Selphie	1-1	1st day & 2nd day
⑥	Tidus	1-1	Meet on 2nd day
⑦	Wakka	1-1	Meet on 2nd day
⑧	Kairi	1-4	Meet on 2nd day
⑨	Riku	1-4	Meet on 2nd day

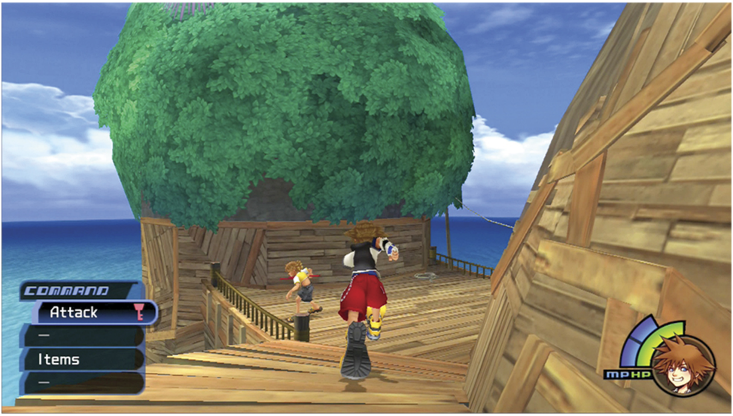
Objectives



1. Gather materials for the raft



2. Talk to everyone on the island



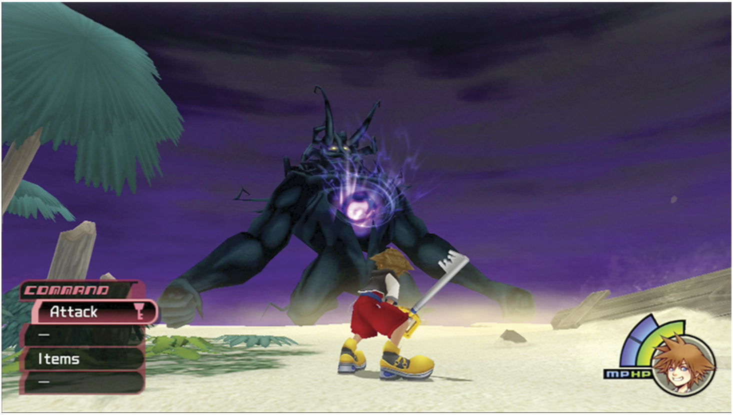
3. Return raft materials to Kairi

4. Race Riku to the star and back

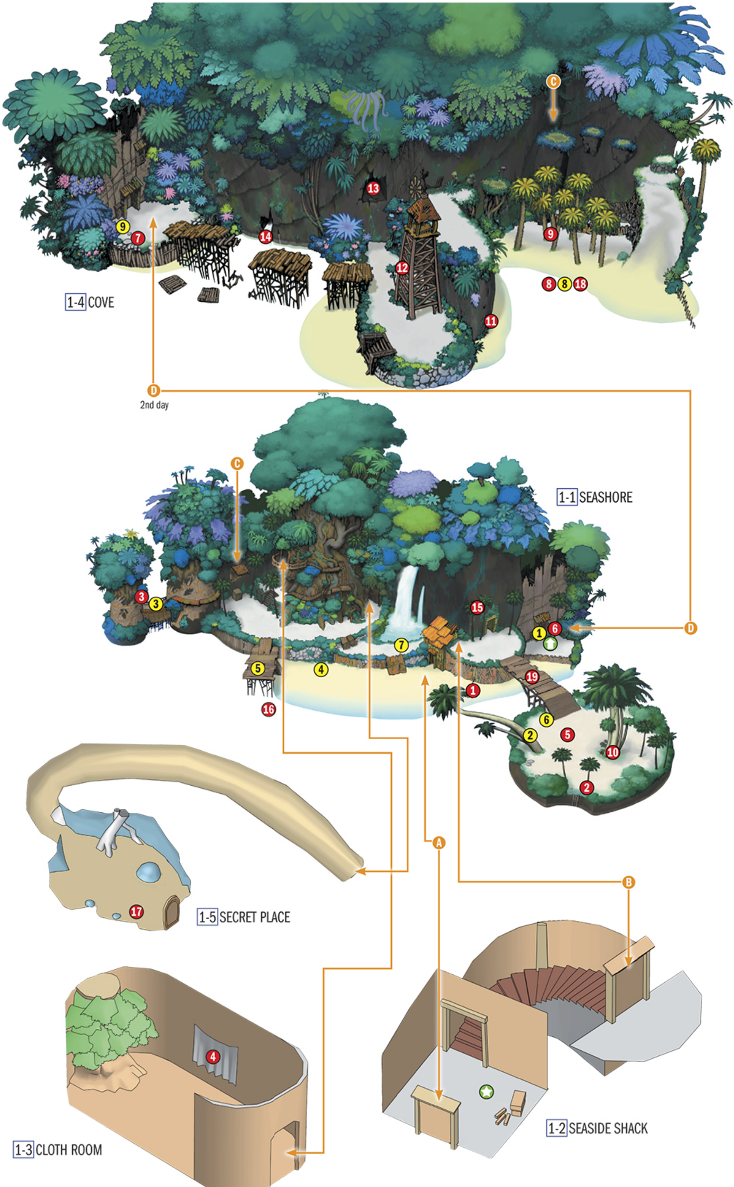
COMMAND
Attack
—
Items
—
MP HP

5. Gather food for the raft voyage

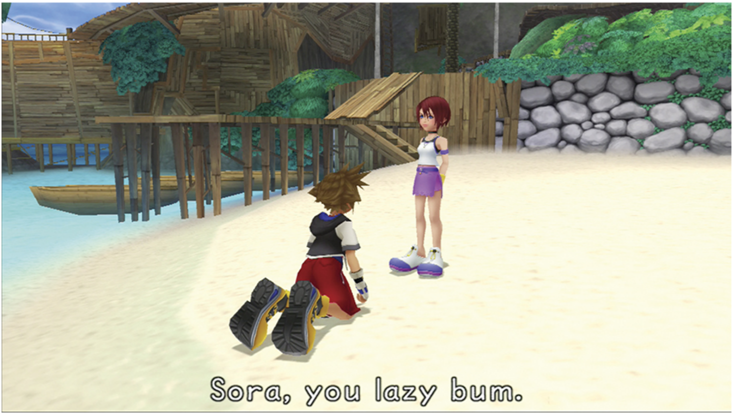
6. Recover the Keyblade and speak to Riku during the night storm



7. Defeat Darkside again

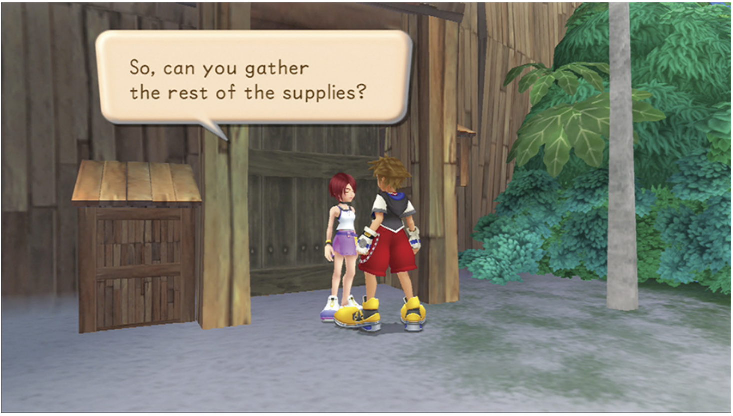


Step 1: First-Day Materials



Sora, you lazy bum.

The aftermath from your battle with Darkside deposits you on the beach of Destiny Islands. You awake to the sweet voice of Kairi, one of your best friends. After you talk with Kairi and Riku, run across the beach with them and meet up with Kairi again in front of the door on Seashore's east side.

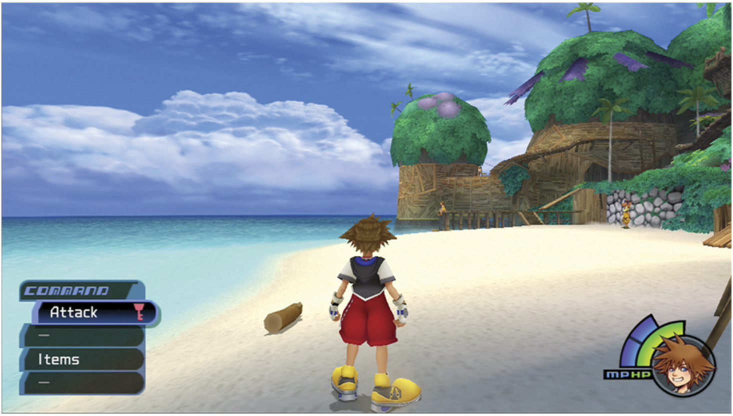


So, can you gather the rest of the supplies?

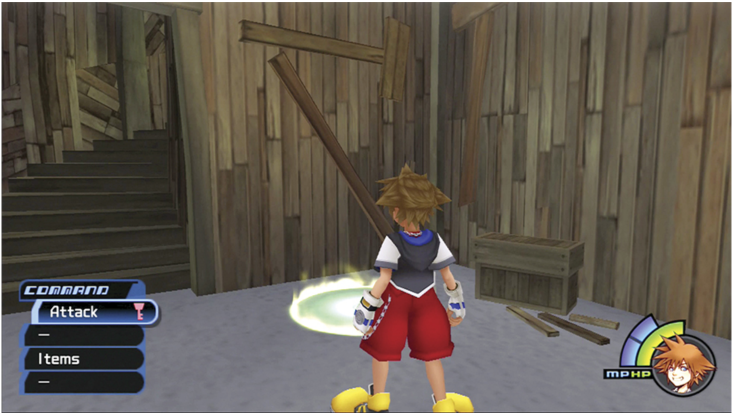
Kairi asks you to find provisions for the raft the three of you are planning on building to sail away from the island. She needs two logs, a rope, and a piece of cloth to get started on the raft design.

Kairi

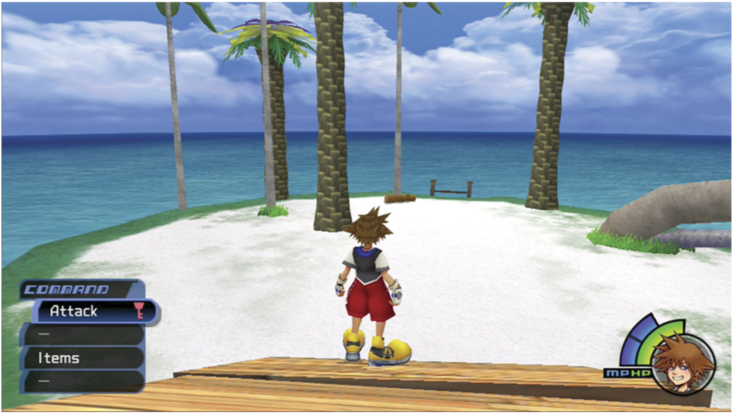
Best friends with you and Riku, Kairi has a big heart and is always trying to make things fun on the island. She has been friends with Sora from childhood, though now she hangs out with Riku just as much, which has caused the two boys to compete for her attention. Kairi plays a big part in your coming destiny.



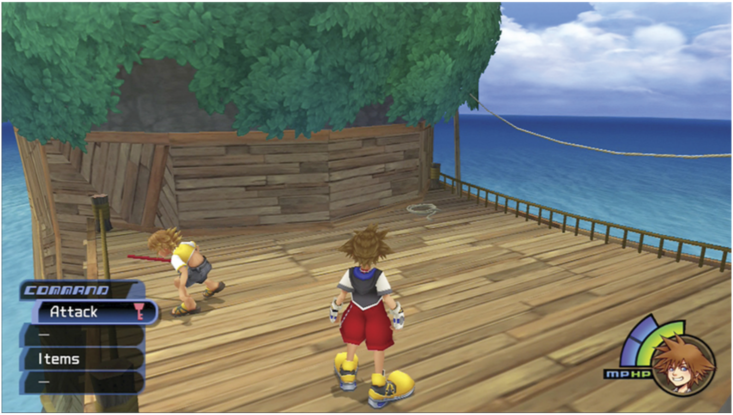
Jump off the short platform in front of the door and follow the beach until it curves under the pier. The first Log lies on the shore. To pick up any of materials, simply walk over and touch the object.



Now turn to your right and find the entrance to the Seaside Shack. Open the door and enter the first floor. Save your game at the save point in the corner and continue up the stairs. The second-floor door opens up to a platform leading out to the pier.

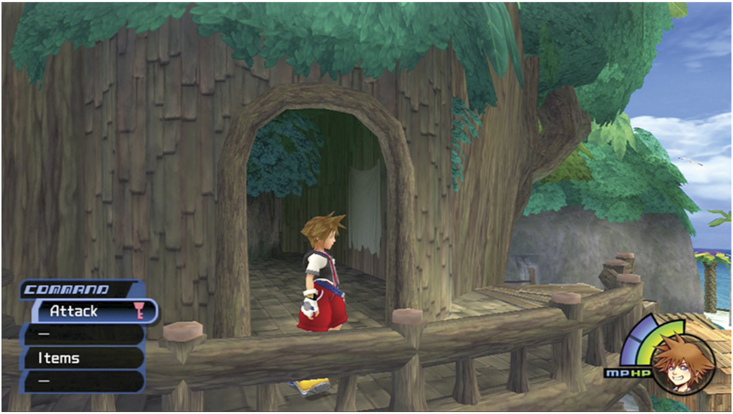


Take the pier out to the small islet. The second Log rests directly ahead among the palm trees. You'll also see Riku sitting on the bent palm tree to your right, though leave him be for now until you've collected all your materials for Kairi. There will be plenty of time for dueling later.



Leave the islet and run across the western end of the island. You'll find Tidus practicing his moves on the farthest deck. The Rope lies curled up in the corner next to Tidus. As with Riku, you can talk to Tidus, but if you don't want to lose track of what you're collecting; wait a few minutes until you tussle with Tidus.

COMMAND
Attack
—
Items
—
MP HP

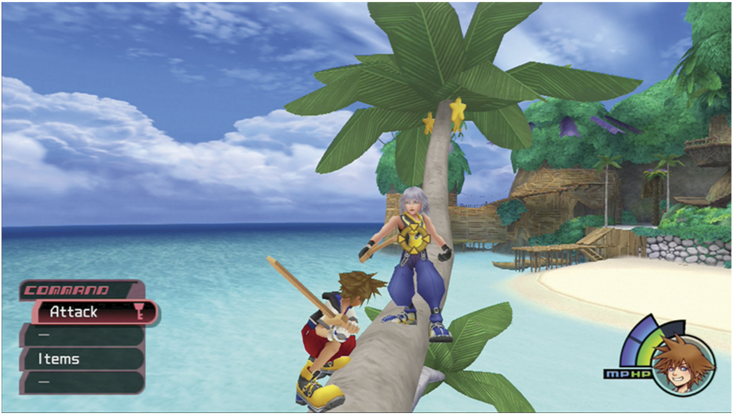


After collecting the rope, return to the section of land behind Selphie's dock and climb the stairs. Look for the ladder that takes you up to the tree. Climb to the highest level and follow the walkway around the tree until you reach a doorway. Inside you'll find the Cloth hanging on the wall to your right.

Step 2: Friendly Challenges

COMMAND
Attack
—
Items
—
MP HP

With all the materials collected, it's time to speak with your friends before you go back and talk to Kairi. You can seek them out in any order. Each offers you a friendly duel to hone your skills without risk of losing the game; unlike most other battles, if you lose one of these duels, only your pride is hurt. The best part? You gain experience and possible rewards when you win!



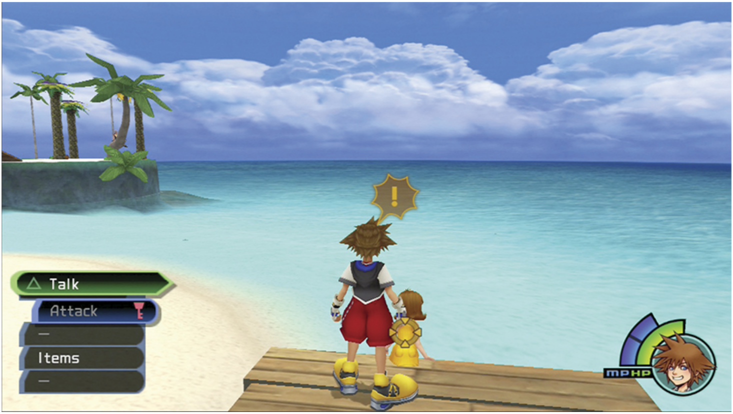
You can find Riku out on the islet past the pier. Although Riku is your strongest competitor, he also gives you a Potion each time you defeat him. If you have the skills, it's worth repeating duels against Riku to stockpile Potions while they don't cost you anything. Riku is very quick, so you'll have to be equally fast. It's rare to get off three shots in a row, so settle for one or two hits each engagement and dodge any retaliatory strikes. Should you knock Riku down, look out for his mighty counterattack—his most damaging attack occurs when Riku springs back to his feet. Immediately jump to one side so you don't get caught in the rebound attack.

Caution

If you leave the islet or fall off, you lose the duel. Stay away from the edge!

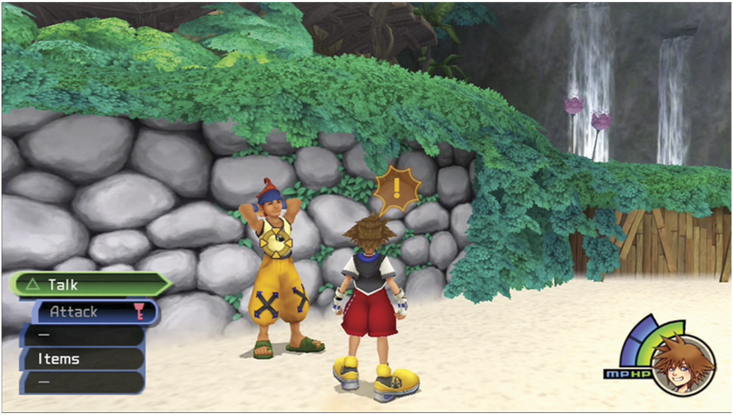
Riku

Riku loves to compete with Sora, whether it’s a competition to name the raft, a run across the island, or a contest to see who can attract Kairi’s attention more. It is Riku’s idea to build a raft and leave Destiny Islands behind for greater adventure.

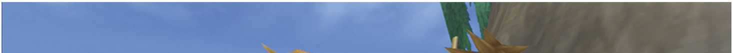


Selphie sits out on the dock. Speak with her when you want to start a duel on the main beach.

Selphie has a long reach with nunchaku; let her throw and then duck to the side for a few quick counterattacks, or jump over her and attack from behind. If you attack at the same moment she launches her nunchaku, her weapon will rebound into her own head and give you two tech points! Though she has fewer hit points than Wakka and Tidus, her range makes her formidable.



Wakka stands against the rock wall behind the main beach. He is the easiest to beat if you learn how to whack his blitzball back at him. Lock on to the ball, wait for Wakka to throw it, then time your attack so it ricochets the blitzball back at Wakka. This earns you tech points and stuns Wakka so that you get free shots on him. If you don't want to take the chance of getting hit by the blitzball, simply dodge to the left or right when he throws and land some blows before he gets his ball back. Be careful of jumping over the ball; if Wakka throws his big attack, he launches the ball from up high and will strike you in the air.



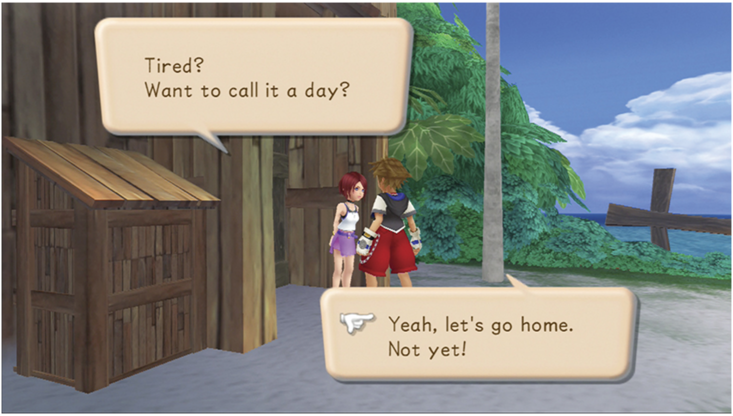
Hey, Sora, you feel lucky
today?

Track down Tidus on his perch on the western end of the island. Tidus fights similar to you, with a combination of attacks that can inflict major damage if caught in the middle of them. When he rears back to attack, scoot behind him for a quick counterattack that will disrupt his combat flow. If you're feeling daring, time your attack to deflect Tidus's sword swing and earn some tech points.

Tip

Once you beat Selphie, Wakka, and Tidus, you can challenge all three together. Avoid getting surrounded and fight furiously to earn a Potion if you're victorious.

Step 3: Return to Kairi

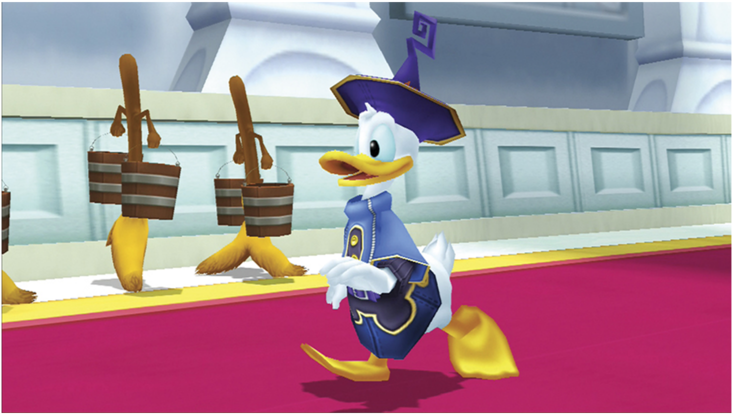


Once you've gathered all the raft materials and have had your fill of friendly challenges, return to Kairi on the eastern side of the Seashore. Your gathering earns you a Hi-Potion reward from Kairi. Choose the "Call it a day" option in the dialogue to end day one.

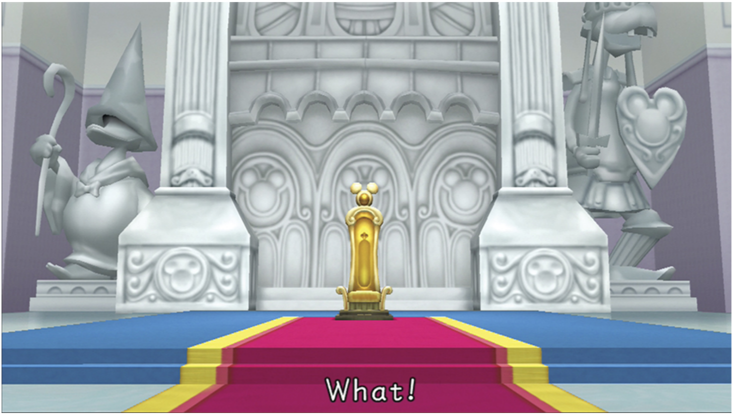
You witness a beautiful sunset with your friends Kairi and Riku as the day ends. Enjoy the moment of peace; trouble is on the horizon.

Disney Castle

While you relax on the beach with Kairi and Riku, things are looking a bit more ominous in the rest of the kingdom. Back at Disney Castle, King Mickey has discovered some alarming signs.



On his way to meet King Mickey, Donald Duck strolls by brooms carrying buckets of water. Harmless enough. What could go wrong with that, right?

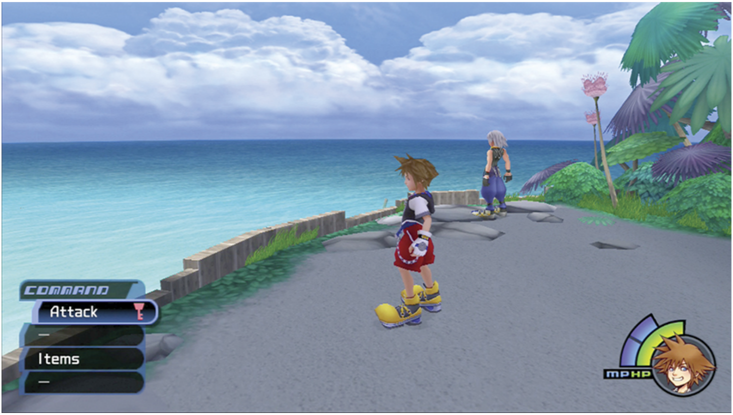


When he reaches the throne room, however, Donald finds King Mickey gone. In a hurry, the king has left to discover what is causing the stars to go out one by one! Pluto has a note that deputizes Donald and Goofy with finding the one with the "key" and guarding him, for he holds the answer to saving the kingdom.

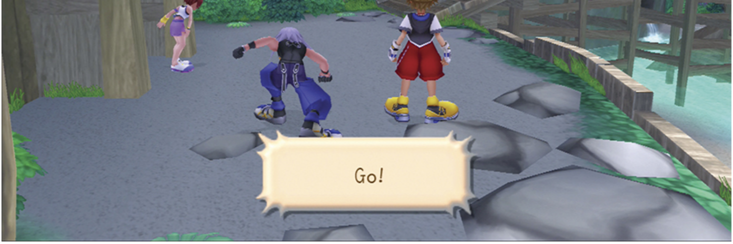
Donald rushes off to wake up Goofy. Donald and Goofy will eventually become valuable members of your party in Traverse Town. Donald excels in the use of magic, while Goofy is a great defensive warrior. See the "Heroes" chapter for more details on your companions.

Not wanting to worry anyone, Donald asks Goofy to keep the secret of King Mickey's disappearance, even from Queen Minnie and Daisy Duck. Just as he urges Goofy to keep quiet, Minnie and Daisy show up and hear everything. Now they all know, and Queen Minnie decides to send Donald and Goofy to Traverse Town to find a man named Leon and the mysterious "key."

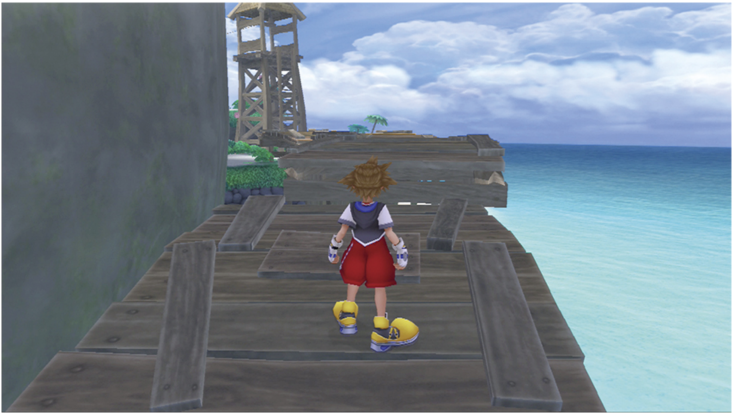
Step 4: Racing Riku

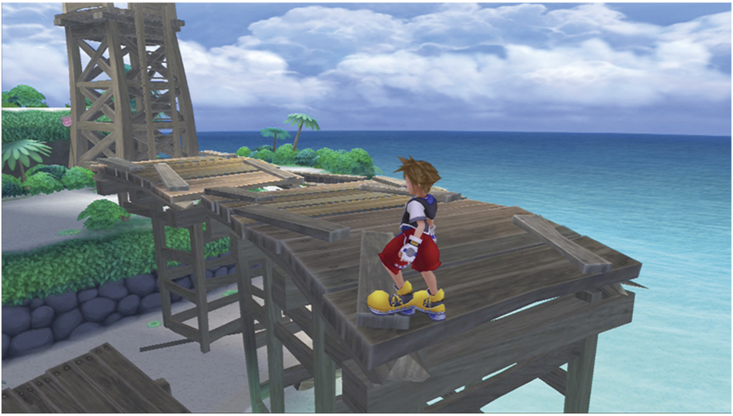


At the start of the second day, head to the door on the eastern end of Seashore that now connects to the Cove section of the island. Riku stands on the platform next to the door and asks you what you should call the raft. You can type in any name you like, but Riku will disagree with you and want to call the raft Highwind. To decide, you both agree to a race across the Cove and back. Before you accept, explore the Cove and plot your path to and from the giant star on the far side.

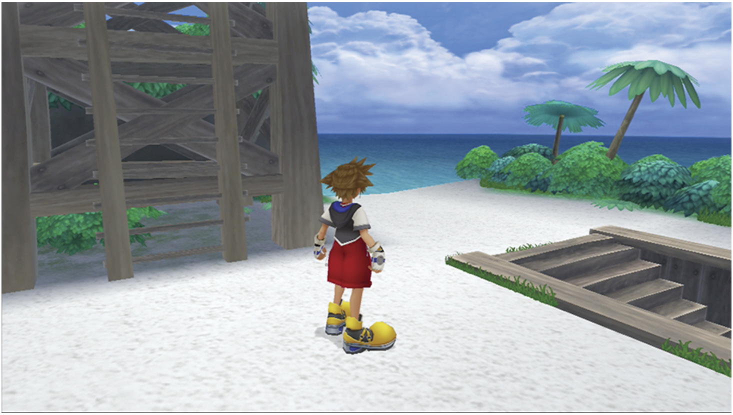


When you are ready to race, return to Riku. Kairi will be the referee, and when she says, “Go!,” sprint off the platform and up onto the wooden pier.

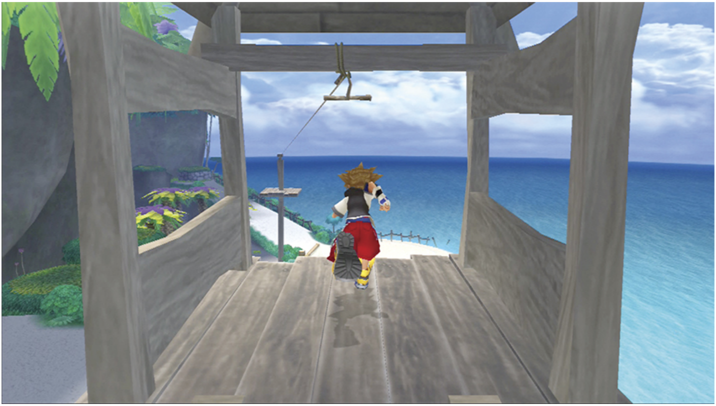


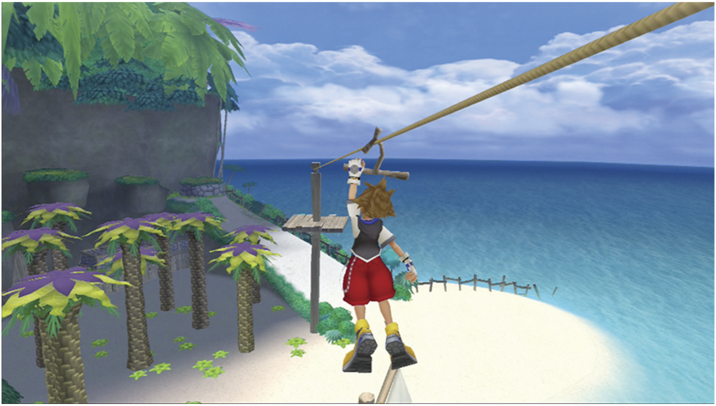


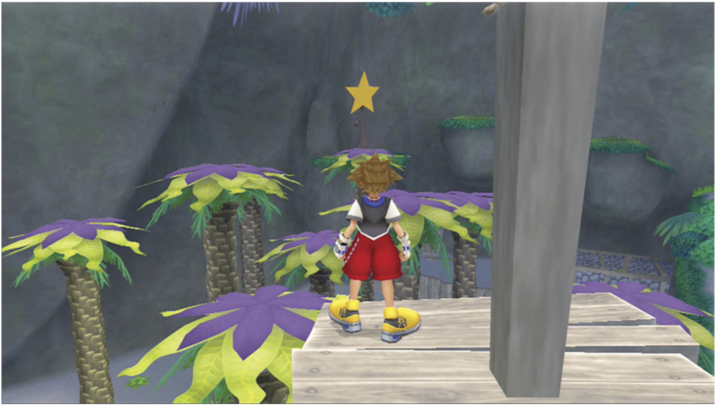
Be careful, as the pier is rickety and full of holes. Leap the first gap, then prepare to make another quick jump. A section of the pier will collapse, and if you're unaware, you will fall down into the water and have a longer run. Make the jump after the collapse and quickly leap to the end of the platform and off.



The tower lies ahead. You have two choices: veer right and skirt around the tower, or climb the tower and use the zip line. It's safer and usually quicker to run around the tower, hop off the ledge, and run along the shoreline.

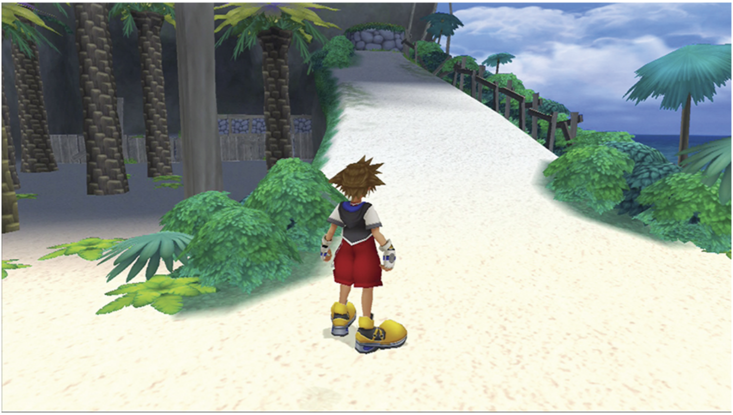




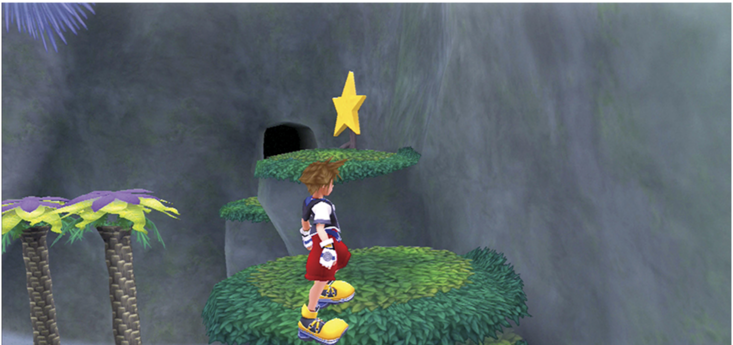


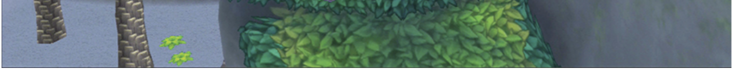
If you take the tower, you must successfully grab the zip line, slide down the line, then jump from the platform and cross the treetops to reach the star. One wrong jump, though, and you'll drop to the beach below and fall behind.

If you run around the tower, jump down to the beach and race through the water in front of the raft. Head toward the sandy incline on the far end of the beach.

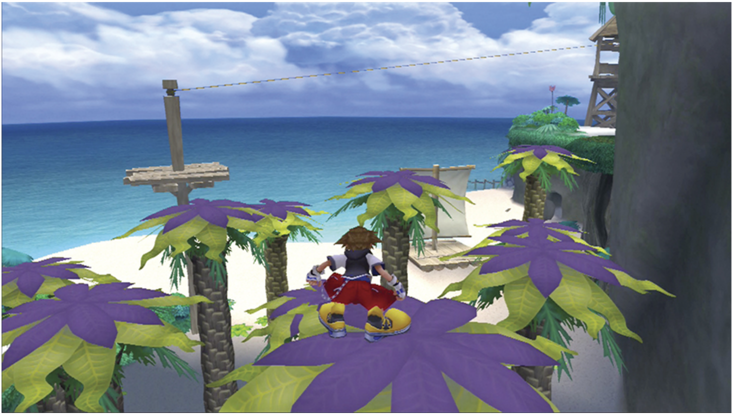


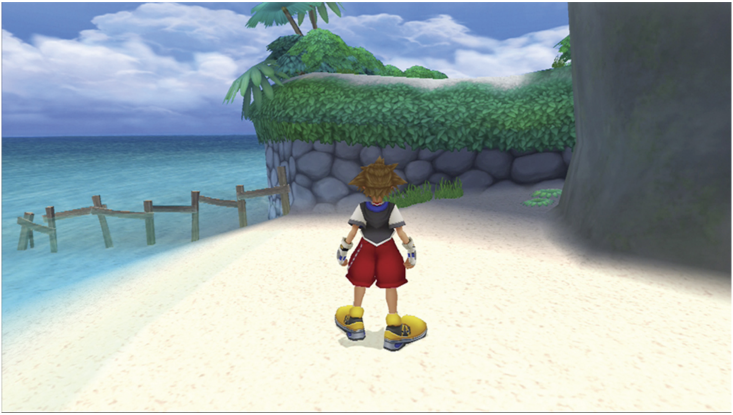
Continue up the sandy incline. When you reach the top, you'll be at tree level.



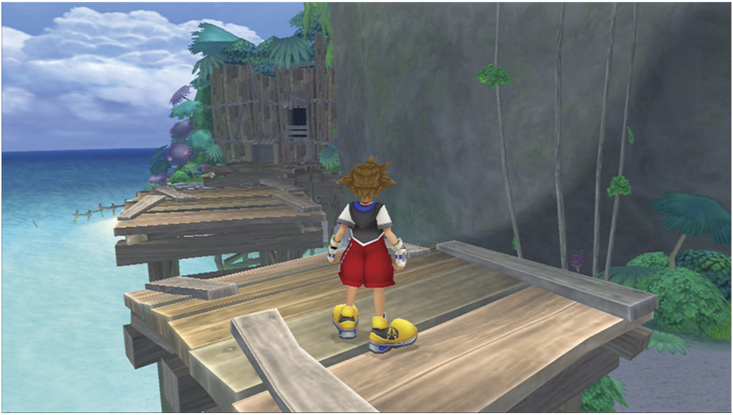


Jump from the sandy incline to the first grass-covered ledge. The star hangs on the cliff wall ahead. Make two more jumps and touch the star. You know you're good when the star lights up.



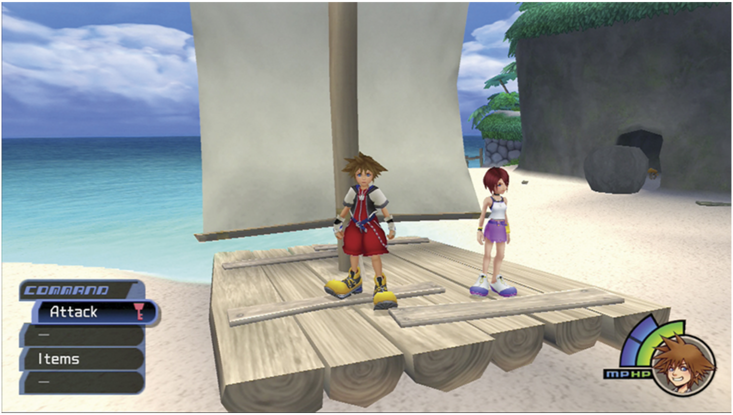


Now return back to the starting platform. You can leap across the tree tops to the tower ledge and then to the pier, or you can retrace your steps along the beach and leap back up the ledge alongside the tower. If you fall from the treetops, don't give up; you can still beat Riku by scaling the ledge and continuing around the tower.

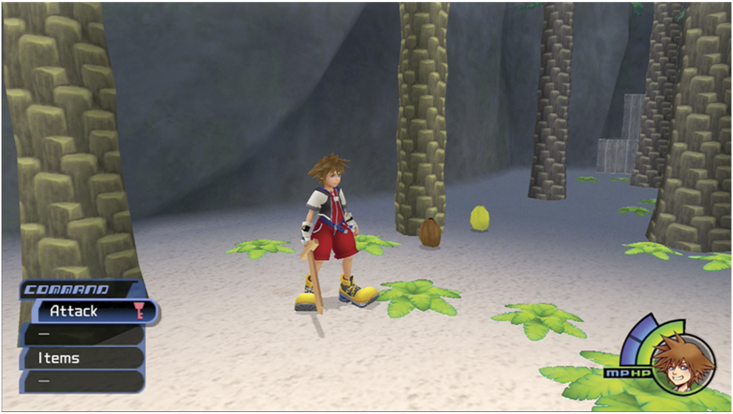


Get back to the end of the pier first and you win! A victory nets you a Pretty Stone. These will sell for good money in Traverse Town, and you can collect more as long as you keep beating Riku in the race.

Step 5: Second Gathering

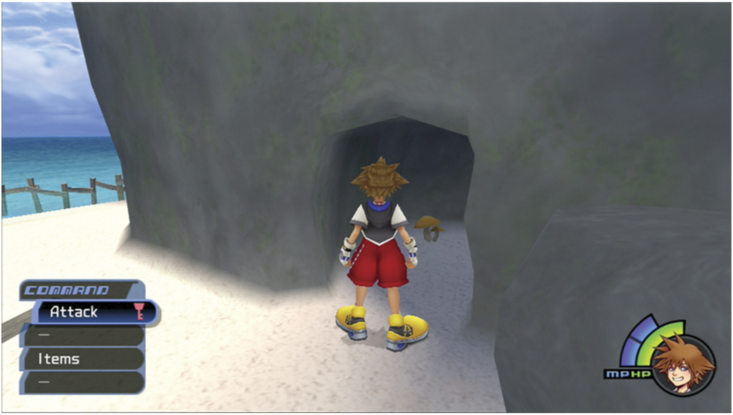


When you are finished racing, speak with Kairi by the raft. She needs food and water for the raft journey, including Drinking Water, two Coconuts, three Mushrooms, a Seagull Egg, and three Fish. The items are spread out between the Cove and Seashore. Before you leave on your gathering expedition, Kairi gives you the Empty Bottle to fill with fresh water.

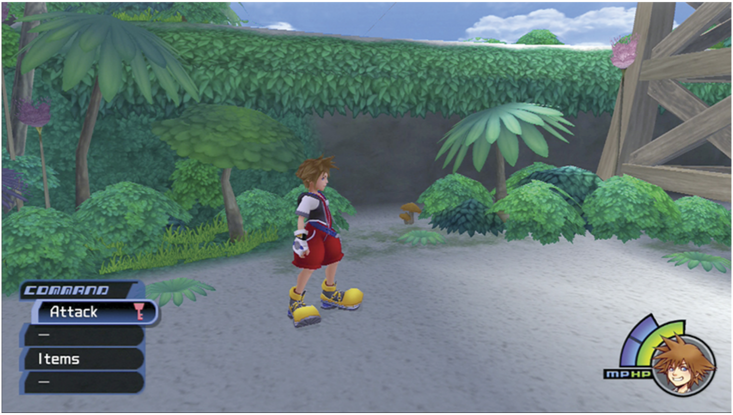


Check for Coconuts in the palm trees between the raft and the star. Attack each tree and wait for the yellow fruit to drop among the common brown variety. You can also find Coconuts in the other island palm trees, such as the palm trees on the islet next to where you found Riku.

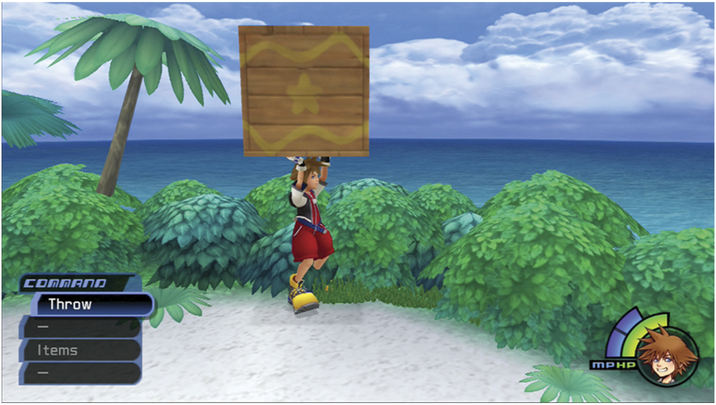
COMMAND
Attack
—
Items
—
MP HP

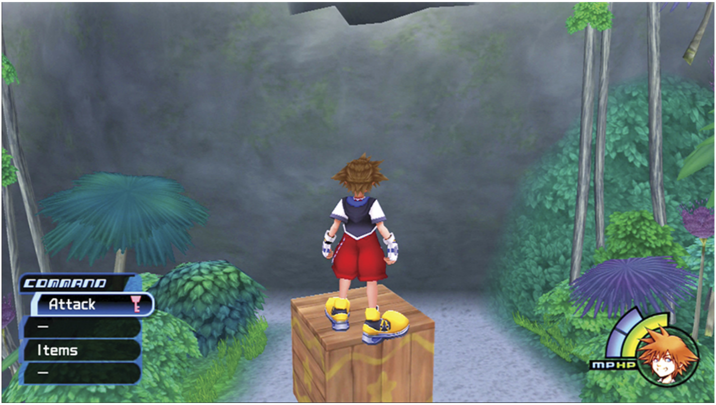


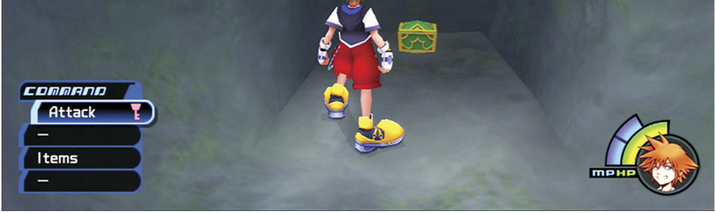
Next, track down the first Mushroom. Find the boulder in front of the hidden cave by the raft. Slide the boulder along the cliff until you reveal the hidden cave and the Mushroom within.



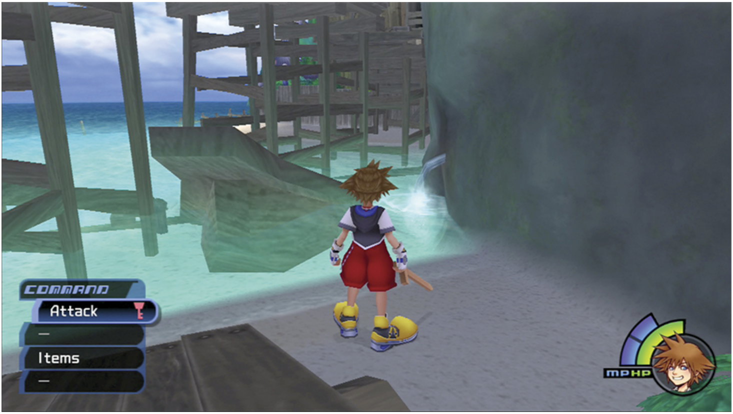
The second Mushroom grows in a small alcove next to the tower. Scale the ledge on the beach and run around the front of the tower until you spot the Mushroom sheltered by the taller green plants.







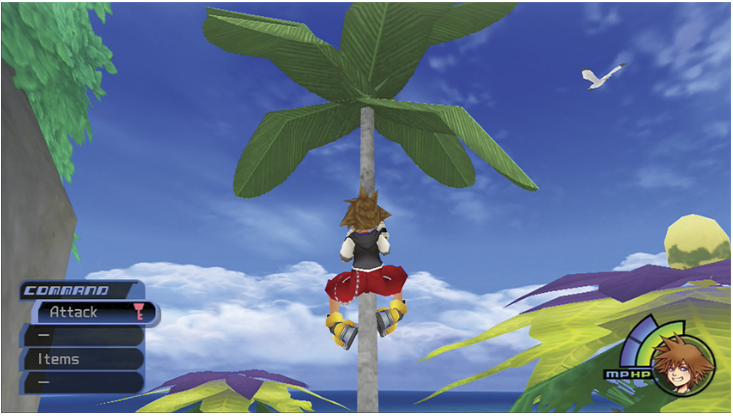
Take a short break from food gathering for a little prize for yourself. Lift the crate next to the tower and haul it back toward the cliff on the opposite side. Throw the crate so that it lands in front of the cliff but doesn't shatter against it. Jump on the crate, then use your additional height to leap up and grab the lip of a hidden cave high up on the cliff. Swing inside for a Protect Chain.

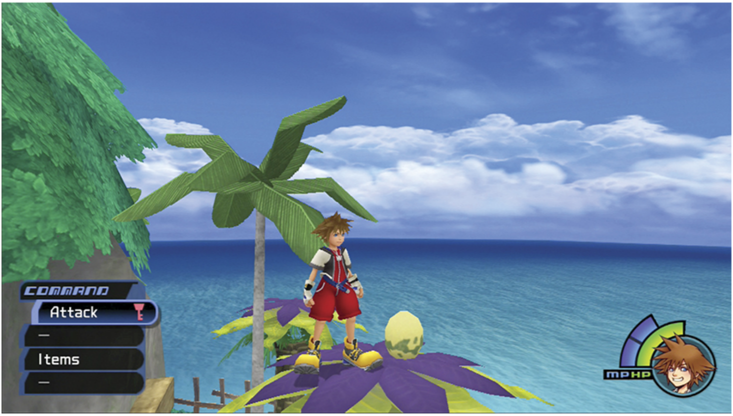


Follow the cliff down to the water. You'll see a stream running out of the rock and into the ocean water. Though the ocean's salt water isn't fit for consumption, you can fill the Empty Bottle from this stream for Drinking Water.

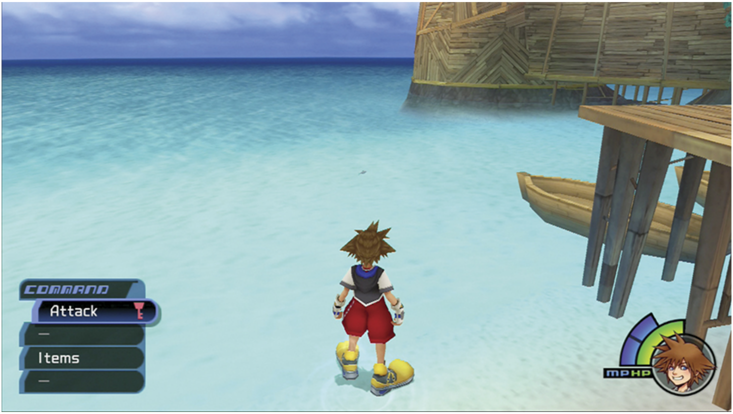
COMMAND
Attack
—
Items
—
MP HP

Exit the Cove and enter the Seashore. Look for your next food item atop a palm tree by the Seaside Shack. Jump up atop the shack to get a better look at the bird's nest.

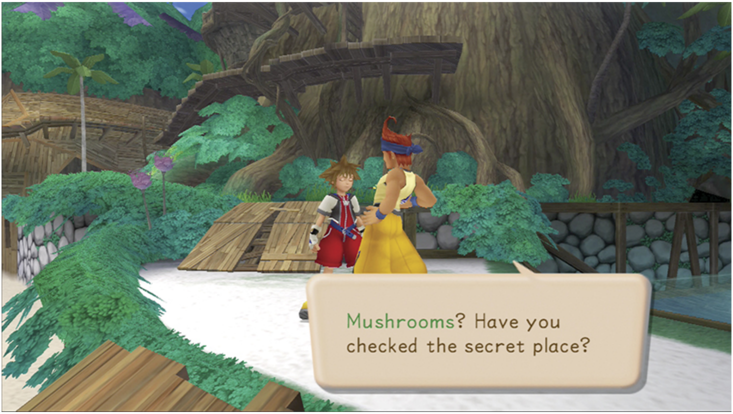




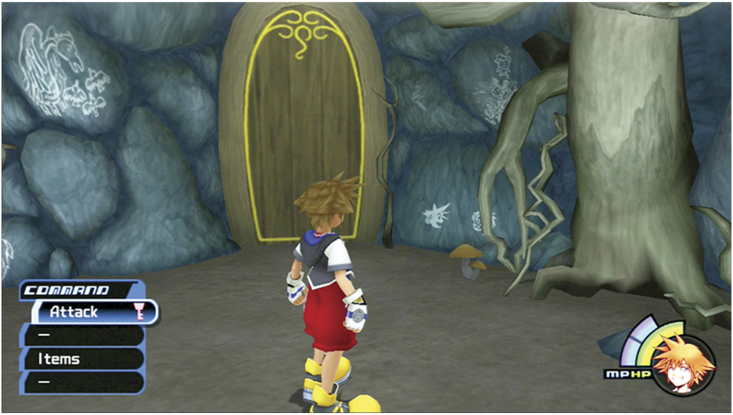
Fetch the Seagull Egg by climbing the skinny tree next to the palm tree with the nest. Shimmy up the skinny tree until you reach the top, then make the short jump over to the top of the thicker palm tree and grab the Egg.

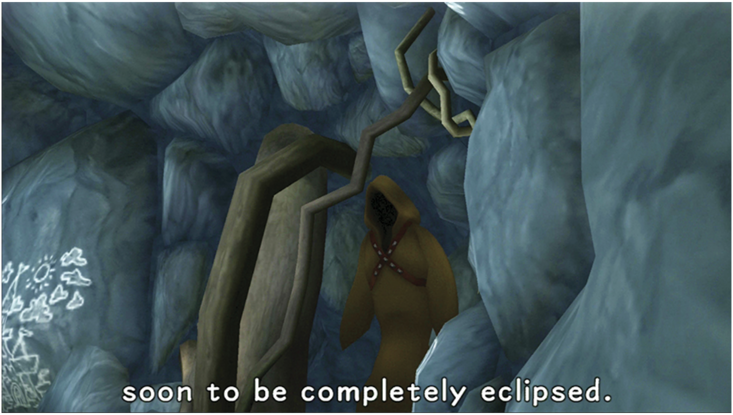


Now you need some food from the sea. Tread out in the waters in front of Selphie's dock. You can find all three Fish in the waters along the beach. Watch for movement and then run over and catch the darting Fish one by one.

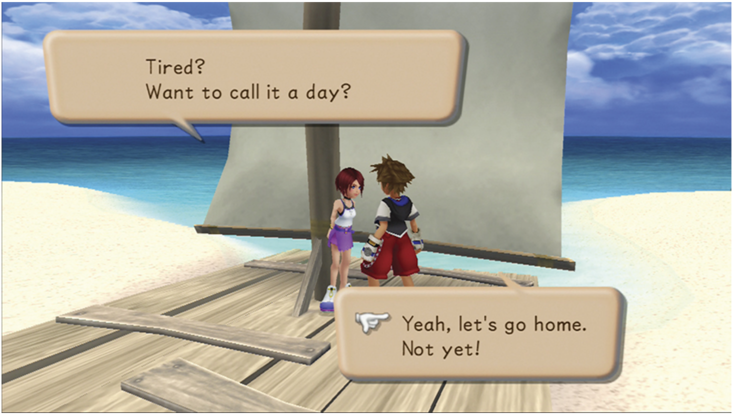


Speak with Wakka about the Secret Place. The final Mushroom is in this hole in the cliff wall behind Wakka. Hop up on the ledge behind him and enter the dark cave.



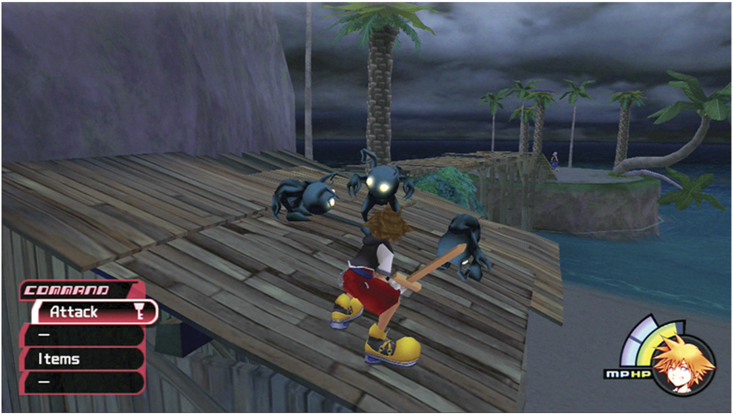


Look for the final Mushroom in the back of the Secret Place. You'll find some wall drawings from your past and a mysterious door that can't be opened yet. Also, an ominous hooded figure visits you in the darkness. Besides a chill, he offers you little explanation and you'll have to wait to find out who he is and how he will alter your destiny.

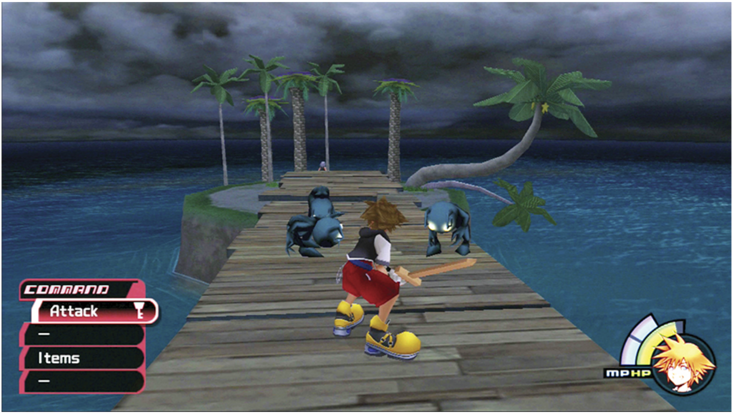


Return to Kairi back at the raft in Cove. She rewards you with a Hi-Potion for all your efforts. If you are all finished with the day's activities, ask Kairi to go home and you'll trigger the second night's stormy events.

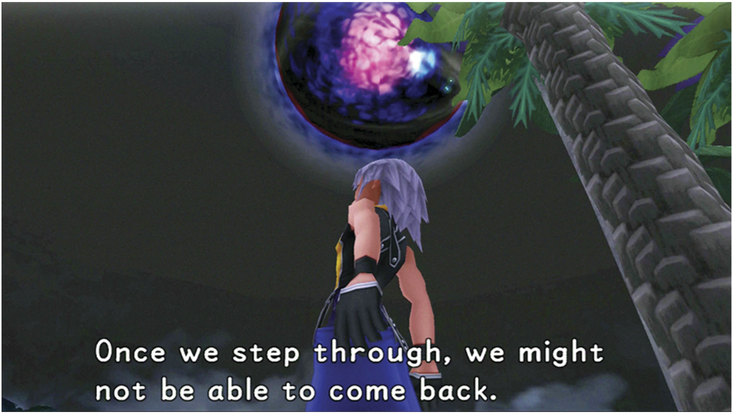
Step 6: The Keyblade



You awake that night to a big storm assaulting the island. Worried about the raft, you rush outside, but you have much bigger things to dwell on than how the raft is faring in the choppy water. Shadows suddenly appear and attack, and these Shadows are immune to your weapon!

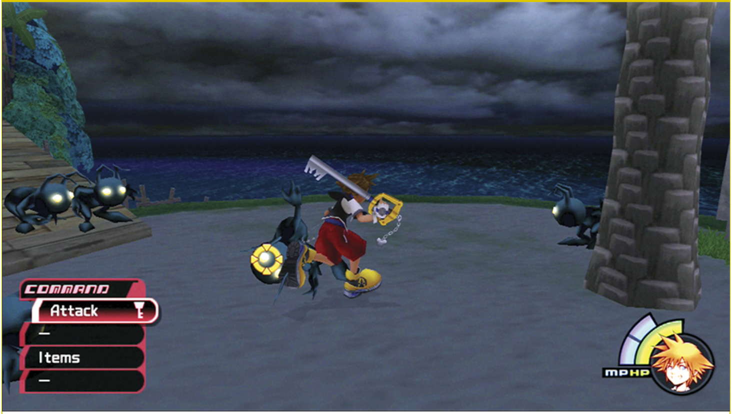


Avoid combat with the Shadows for now. Run toward the pier that reaches out to the islet. Here you'll find Riku in a weird trance.

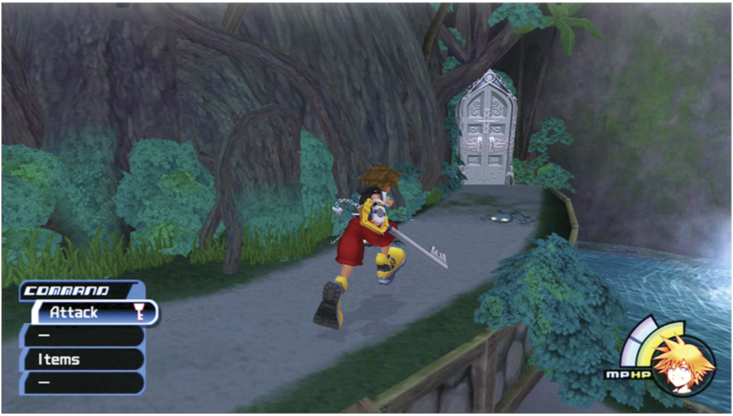

Once we step through, we might not be able to come back.

Riku seems mesmerized by the darkness that threatens the island. You try to shake him out of his trance, but the darkness envelops him and he disappears before you can grab him.

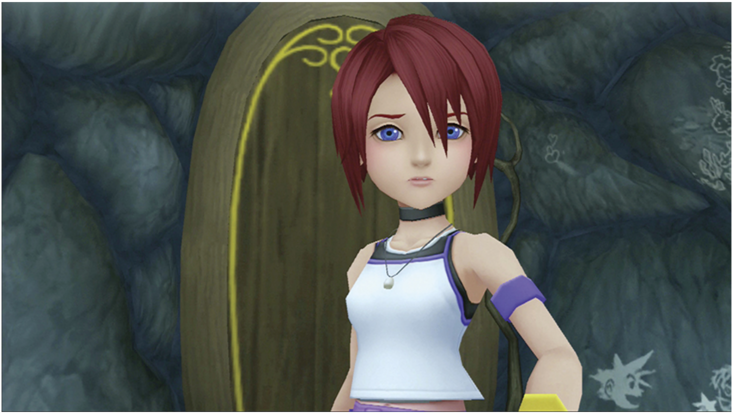
Essential Upgrade: The Keyblade



Sora carries one weapon through the rest of the game: the Keyblade. The weapon's appearance and powers change based on the key chain that is attached to the blade. You will receive these key chains as you save worlds later in the game. You begin with the Kingdom Key attached for a modest attack value of 3.



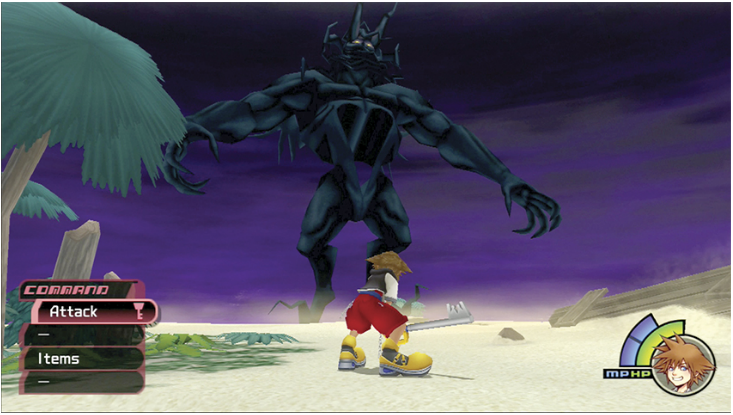
You collect Sora's main weapon, the Keyblade, after Riku's departure. Now you can punish the Shadows. Use your newfound weapon to obliterate wave after wave of the vile creatures. Shadows will keep materializing around the island; fight on for a few experience levels and, if you're lucky, they may drop some Potions. When you are finished fighting, enter the Seaside Shack and use the save point before heading to the door that has appeared over the hole to the Secret Place.



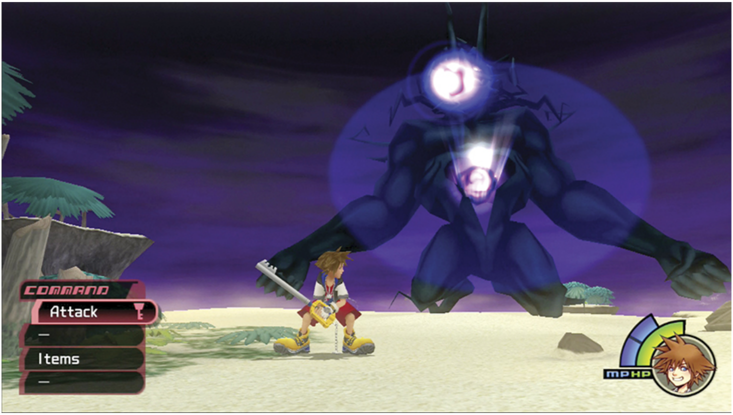
You enter the Secret Place only to find Kairi standing in front of the mysterious door. It opens and a blast of energy sends you back to the beach and the ghostly Kairi elsewhere.

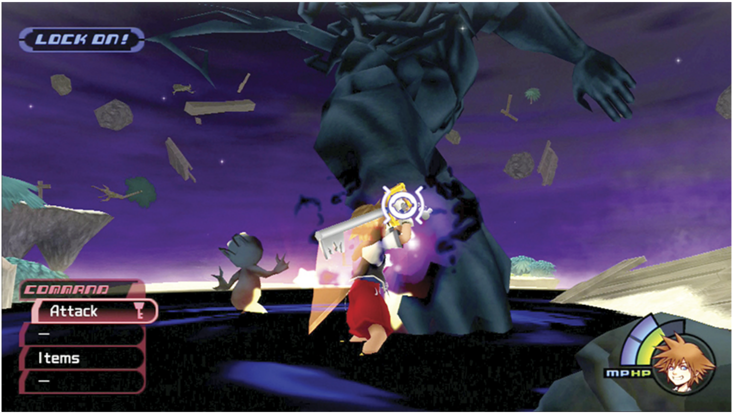
Step 7: Darkside II

HP	**300**
Strength	6
Defense	6
EXP	60



You climb to your feet on the beach only to discover that the Destiny Islands have been ripped apart and your chunk of rock is heading into a dark vortex in the sky. Even worse, Darkside is back for a rematch, stronger and meaner than before.

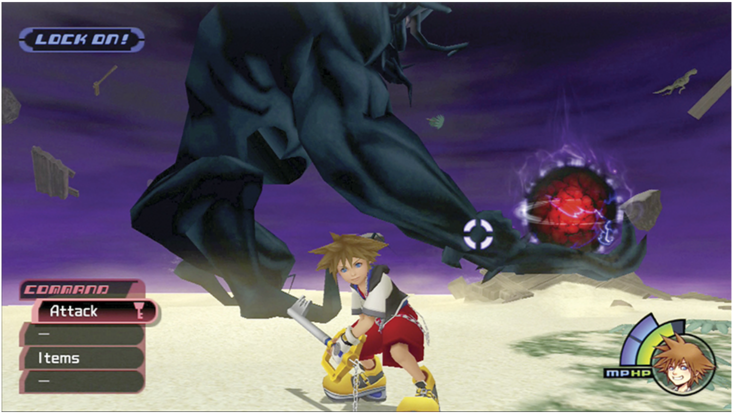


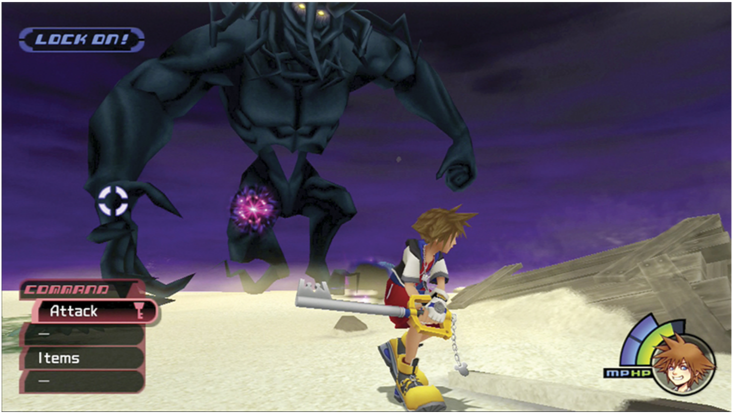


Follow the same tactics as your first battle with Darkside. When he lobs out energy balls from his chest, forget about attacking and jump left and right to dodge the damage. Wait for Darkside to strike the sand with his fist, then close in and hack away at his exposed hand. Pile on the damage while ignoring the Shadows that spring forth from the puddling darkness beneath your feet.

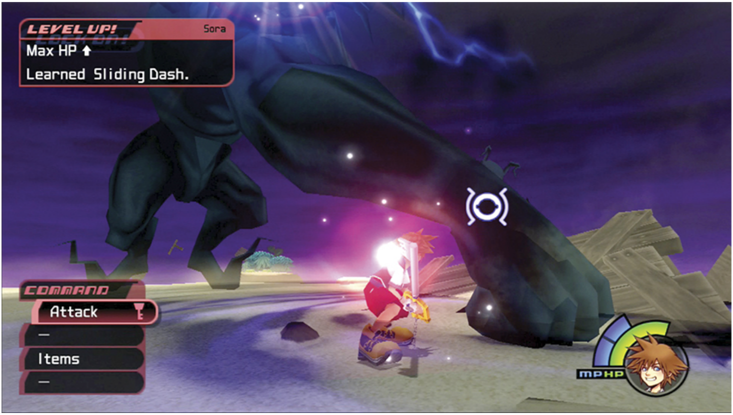
Tip

Recover hit points by slaying Shadows and collecting HP balls while dodging Darkside's attacks.





Darkside does have one nasty new attack. He will slam his right fist into the beach, sending a damaging shockwave toward you, and then he will pull up an energy sphere from the sand. When the energy sphere detonates, smaller spheres rain from the sky. Jump away from the initial shockwave, and dodge the raining spheres throughout their descent. Damage can mount quickly when the raining spheres combine with the energy balls that fire out of Darkside's chest, so don't hold back on a Potion if quaffing one will shoot you back to full hit points.

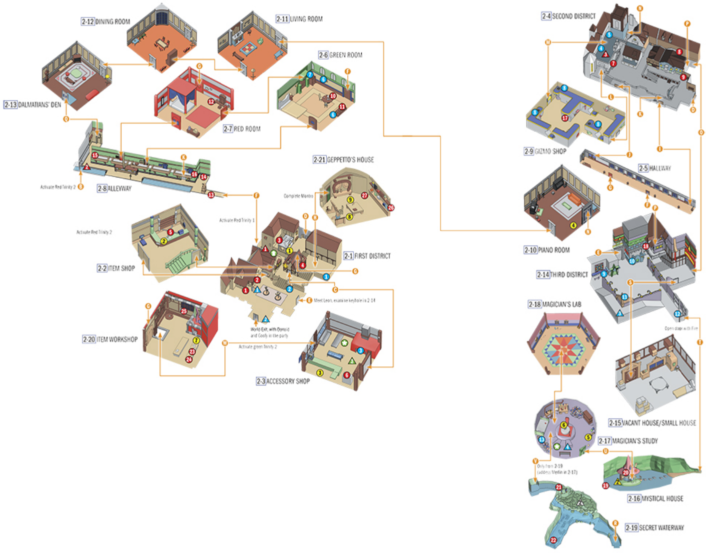


Patiently wait for your openings against Darkside and avoid wild assaults if it puts you at risk of too much damage. After three or four ambushes on his sunken fist, you should beat Darkside again.

Unfortunately, dropping Darkside doesn't end the destruction. The vortex sucks your world and you into an interstellar abyss. You aren't dead, but you have no idea where you're going.

Traverse Town

Traverse Town


2-12 DINING ROOM
2-11 LIVING ROOM
2-6 GREEN ROOM
2-13 DALMATIANS' DEN
2-7 RED ROOM
2-8 ALLEYWAY
Activate Red Trinity 2
2-21 GEPPETTO'S HOUSE
Complete Monstro
Activate Red Trinity 1
Activate Red Trinity 2
2-2 ITEM SHOP
2-1 FIRST DISTRICT
Meet Leon, examine keyhole in 2-14
World Exit, with Donald and Goofy in the party
2-20 ITEM WORKSHOP
Activate green Trinity 2
2-3 ACCESSORY SHOP
2-4 SECOND DISTRICT
2-9 GIZMO SHOP
2-5 HALLWAY
2-10 PIANO ROOM
2-14 THIRD DISTRICT
2-18 MAGICIAN'S LAB
Open door with Fire
2-15 VACANT HOUSE/SMALL HOUSE
2-17 MAGICIAN'S STUDY
Only from 2-19 (address Merlin in 2-17)
2-16 MYSTICAL HOUSE
2-19 SECRET WATERWAY

Opponents

Name	Shadow	Soldier	Large Body	Red Nocturne	Blue Rhapsody	Yellow Opera	Green Requiem	Air Soldier
HP	13	24	160	24	24	24	15	33

Name	Search Ghost	Darkball	Defender	Wyvern	Wizard	White Mushroom	Leon	Guard Armor	Opposite Armor
HP	45	60	240	135	75	-	120	700	900

Items

No.	Item	Location	Condition
①	Defense Up	2-1	Use Blizzard to extinguish all the candles
②	Postcard	2-1	Activate blue Trinity 1
③	Postcard	2-1	Open the safe after meeting Leon
④	Postcard	2-1	Climb onto the roof using crates
⑤	Postcard	2-2	Hit ceiling fan
⑥	Mythril Shard	2-3	-
⑦	Mega-Potion	2-4	Jump off roof or from the stone lamp
⑧	Mythril Shard	2-4	Meet Donald and Goofy
⑨	Postcard	2-4	Jump off the wall
⑩	Elixir	2-6	Address Leon or Yuffie
⑪	Mythril	2-6	Set clock
⑫	Pretty Stone	2-7	-
⑬	Dalmatians 4, 5, 6	2-8	Activate red Trinity 1
⑭	Potion	2-8	-
⑮	Potion	2-8	-
⑯	Pretty Stone	2-8	-
⑰	Postcard x2	2-9	Activate clock
⑱	Postcard	2-14	Climb roofs in 2-4 and look in the corner
⑲	Dalmatians 1, 2, 3	2-16	Use Mermaid Kick or Glide
⑳	Power Up	2-16	Activate yellow Trinity 2
㉑	Dalmatians 10, 11, 12	2-19	-
㉒	Navi-Gummi	2-19	Complete Hollow Bastion

23	Dalmatians 7, 8, 9	2-20	-
24	Mythril Shard	2-20	-
25	Postcard	2-20	Examine poster
26	Postcard	2-21	Examine bowl
27	Wishing Star	2-21	-

Characters

No.	Character	Location	Purpose
1	Cid	2-1	Runs Gummi Shop (after Deep Jungle)
2	Huey, Dewey & Louie	2-2	Run Item Shop, also sell weapons
3	Cid / Salesperson	2-3	Runs Accessory Shop
4	Pongo & Perdita	2-10	Reward the return of Dalmatian puppies
5	Fairy Godmother	2-17	Bestows summon spells
6	Merlin	2-17	Offers training in magic
7	Moogles	2-20	Run Item Workshop
8	Geppetto	2-21	Rewards fighters with model gummi ship blueprints
9	Pinocchio	2-21	Gives frequent visitors a blueprint

Special Objects

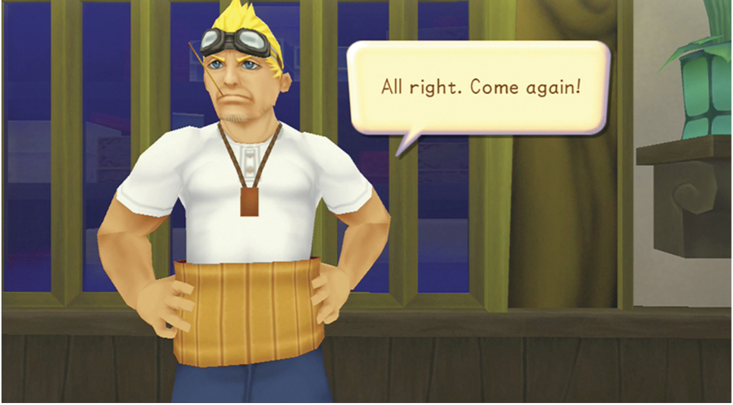
No.	Prop	Location	Purpose
1	Crates	2-1	Steps to item no. 4
2	Mailbox	2-1	Mail Postcards (total of 10)
3	Fireplace	2-3	Light with Fire: chimney emits smoke
4	Bell Rope	2-4	Express Keyhole
5	Ladder	2-4	Can only be used once Donald and Goofy have teamed up with Sora
6	Pictures	2-6	Give hints on time (see item no. 11)

7	Clock	2-6	Hit cogwheel to make item no. 11 appear
8	Switch	2-9	Activates clock (see item no. 17), condition: see cable
9	Cable	2-14	Use Thunder on it to activate switches in Gizmo Shop
10	Keyhole	2-14	Opens gates to First District (2-1) after first encounter with Leon
11	Statue	2-14	Tribute to Lady and the Tramp
12	Door	2-14	Open with Fire
13	Old Book	2-16	Access to Hundred Acre Wood

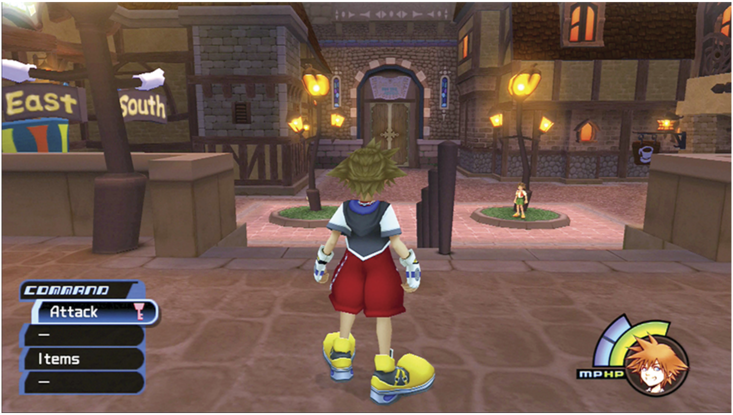
Trinities

Trinity	Location	Purpose
△1	2-1	Teleports to Postcard (item no. 13)
△2	2-1	Munny
△3	2-14	Camping Set, munny
△4	2-17	Mega-Ether, munny
△1	2-1	Opens passage to Alleyway (2-8)
△2	2-8	Opens passage to Secret Waterway (2-19)
△3	2-4	Opens recess with bell rope
△2	2-3	Opens passage to Item Workshop
△2	2-16	Power Up (item no. 24) is accessible
△2	2-19	Orichalcum

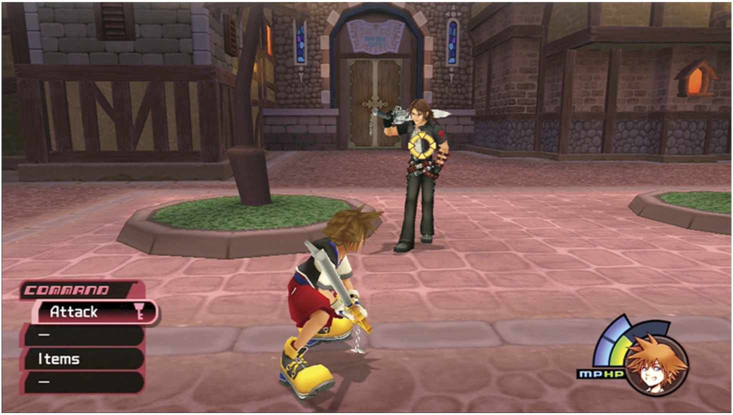
Objectives


All right. Come again!

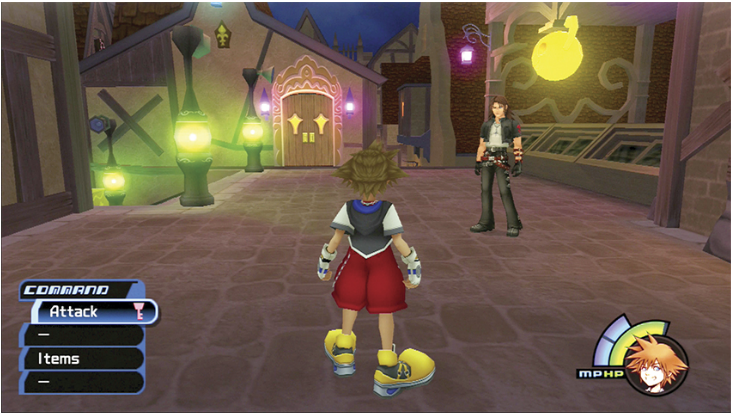
1. Meet Cid in the Accessory Shop


East
South
COMMAND
Attack
—
Items
—
MP HP

2. Explore the first two districts


COMMAND
Attack
—
Items
—
MP HP

3. Return to the Accessory Shop and battle Leon

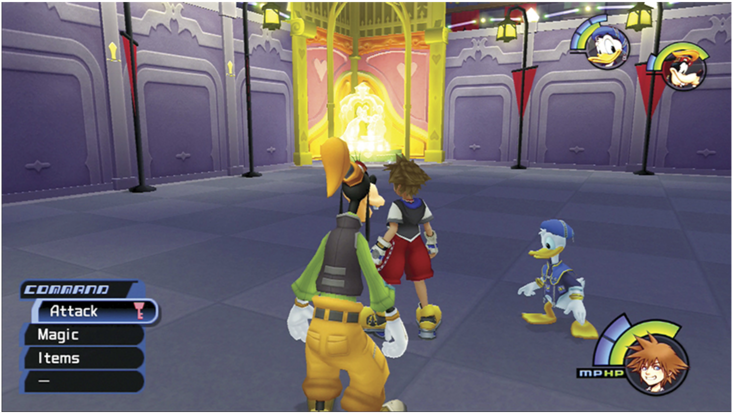

COMMAND
Attack
—
Items
—
MP HP

4. Team up with Leon, Yuffie, and Aerith

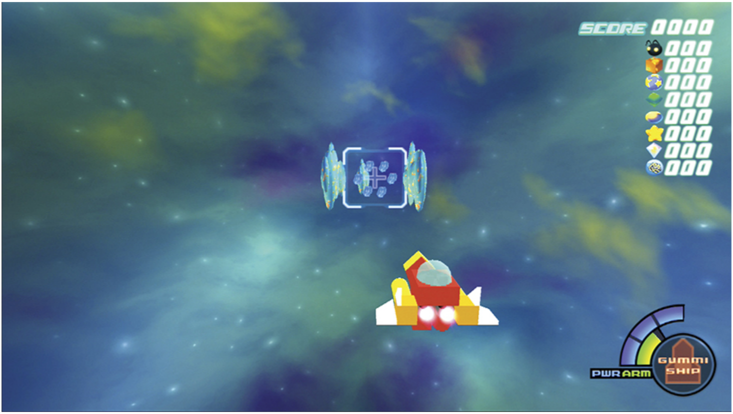
5. Join forces with Donald and Goofy in the Third District

COMMAND
Attack
—
Items
—
MP HP

6. Dismantle the Guard Armor


COMMAND
Attack
Magic
Items
—
MP HP

7. Gain more rewards from the town


SCORE 0000
000
000
000
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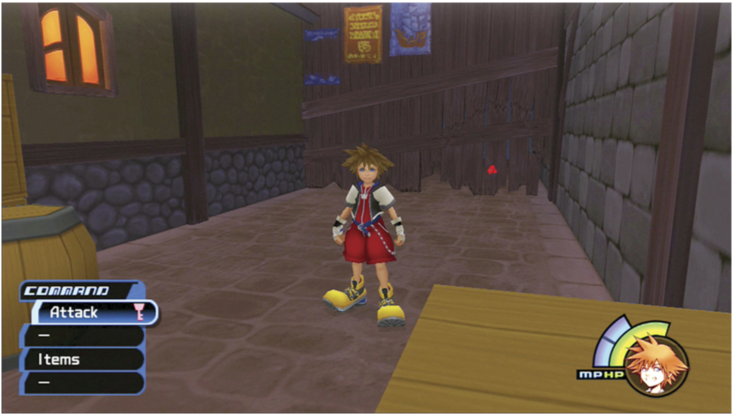
000
PWR ARM
GUMMI SHIP

8. Fly the gummi ship

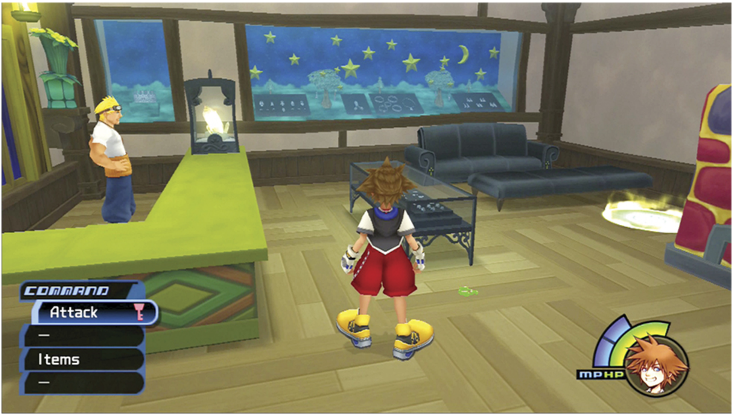
Step 1: Meet Cid


COMMAND
Attack
Items
MP HP

You awake in an alley inside Traverse Town's First District—licked awake, by the way, by none other than Donald's and Goofy's faithful hound, Pluto. Unfortunately, he scampers off before you can identify your future allies—that will have to wait until later in the Third District. For now, ignore the red Trinity Mark at the back of the alley (which you open later) and head out into the town square area.

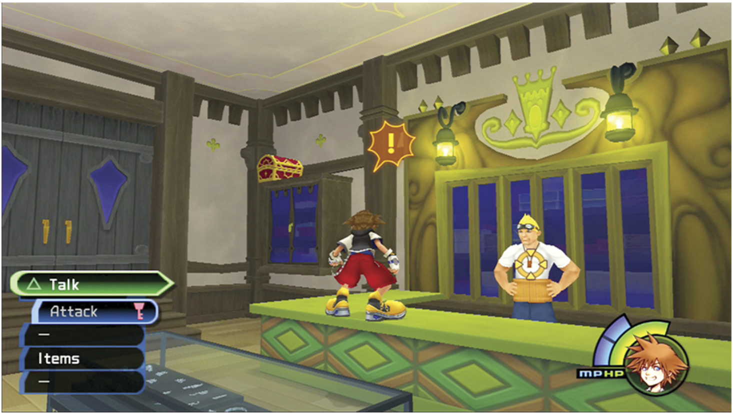
Note

Traverse Town is the first world in which you can't obtain certain items right away. You'll have to be patient and check back often after you've gained new abilities, such as the different-colored Trinity Marks.


COMMAND
Attack
Items
MP HP

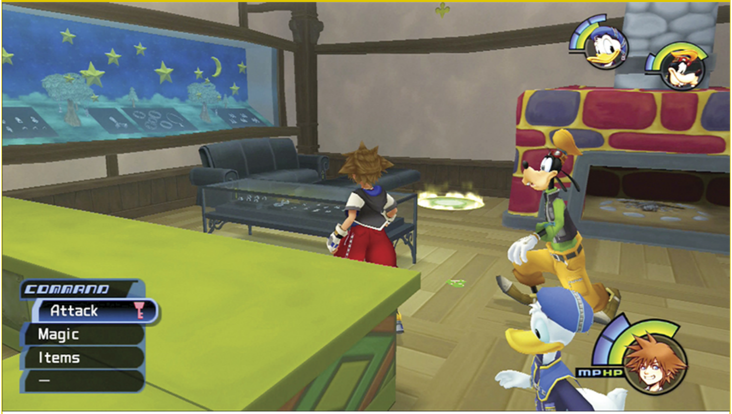
There are several patrons around the square, and you can talk to them to learn more about Traverse Town. However, the person you really have to talk to is Cid, and he's located in the Accessory Shop around the corner from the starting alley. Enter the shop, use the save point in the corner, and then speak with Cid behind the counter. He encourages you to search Traverse

Town for your missing friends. You can also buy beneficial equipment from the Accessory Shop.


Talk
Attack
—
Items
—
MP HP

Now jump up on the counter in front of Cid and turn toward the corner to your left. A red chest rests on a cabinet high up. Make the leap to the cabinet and open the chest for a Mythril Shard.

Hidden Items: Mythril Shard, Dalmatians, Postcard


COMMAND
Attack
Magic
Items
—
MP HP

There's a second shop above the Accessory Shop which is run by moogles. You'll have to wait until you earn the green Trinity Mark in Agrabah to open this shop. The moogles will synthesize items in this new shop for you, and they have left a few important items around for you. Search the two chests in the room for a Mythril Shard and Dalmatians 7, 8, 9. Look for a piece of paper on one of the walls, which, if examined, turns out to be a Postcard.

Initial Offerings

Item	Price
Protect Chain	300
Fire Ring	450
Blizzard Ring	450
Thunder Ring	450
Ability Stud	600
Obsidian Ring	1000

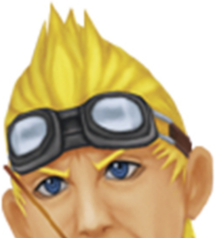
After Agrabah

Item	Price
Protera Chain	800
Fira Ring	1200
Blizzara Ring	1200
Thundara Ring	1200
Chaos Ring	1800

After Rescuing Kairi

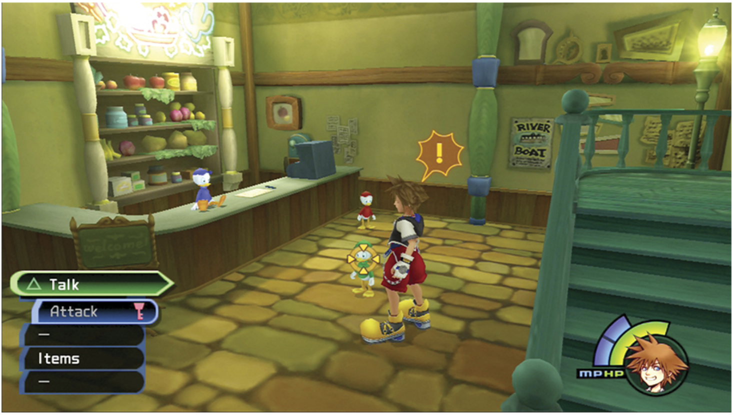
Item	Price
Element Ring	4800
Protega Chain	2800
Firaga Ring	4000
Blizzaga Ring	4000
Thundaga Ring	4000
Firagun Band	8000
Blizzagun Band	8000
Thundagun Band	8000

Cid

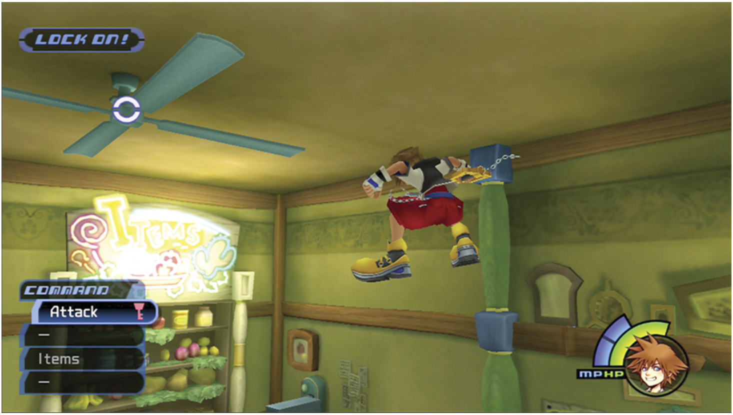


Engineer and pilot Cid owns the Accessory Shop in Traverse Town. His true passion, though, is gummi ships, and as your adventures continue, you'll rely on Cid's gummi connections to outfit your ships. Cid originally appeared in Final Fantasy VII.

Step 2: Explore the First Two Districts


RIVER
BOAT
welcome!
△ Talk
Attack
—
Items
—
MP HP

Leave the Accessory Shop and when you exit out to face the town square, turn right and walk across to Huey, Dewey, and Louie's Item Shop. You may not have munny to spend at this point, but you'll be back often to stock up on Potions, Hi-Potions, and Ethers.


LOCK ON!
COMMAND
Attack
–
Items
–
MP HP

All is not lost, though. Lock on to the ceiling fan, leap off the stairs toward the counter, and swing your Keyblade to connect with the fan on your way down. Strike it true and you'll release your first Postcard. Mail postcards in the town square at the mailbox for helpful rewards.

Initial Offerings

Item	Price
Potion	60
Hi-Potion	150
Ether	200
Tent	250

After Donald and Goofy in party

Item	Price
Morning Star	300
Warhammer	450
Smasher	450
Stout Shield	450

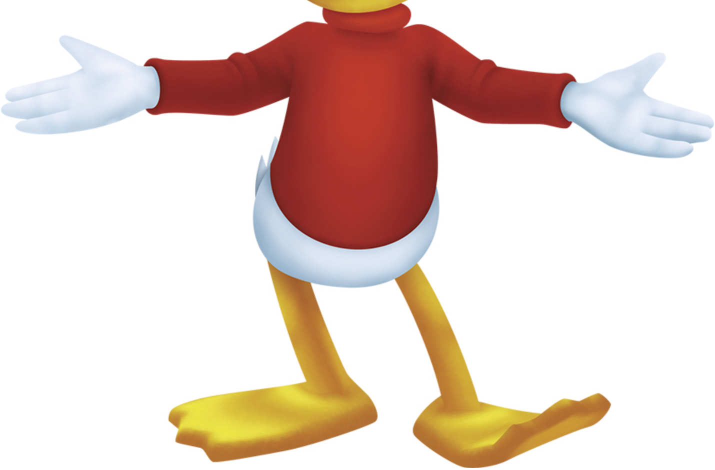
After Agrabah

Item	Price
Camping Set	500
Orichalcum	5000
Shooting Star	800
Magus Staff	1200
Silver Mallet	1200
Gigas Fist	1200
Mythril Shield	800
Golem Shield	1200

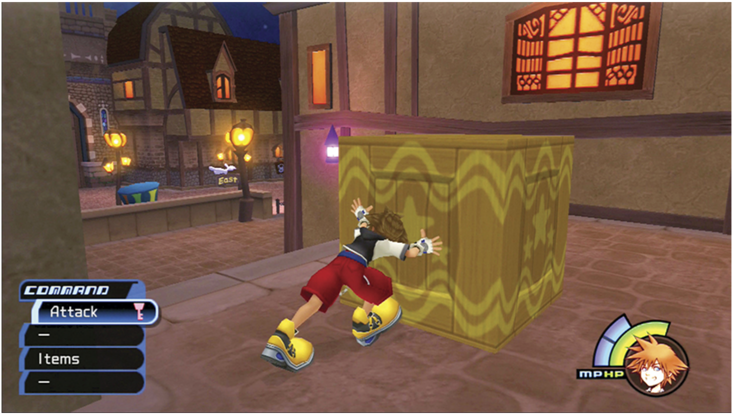
After rescuing Kairi

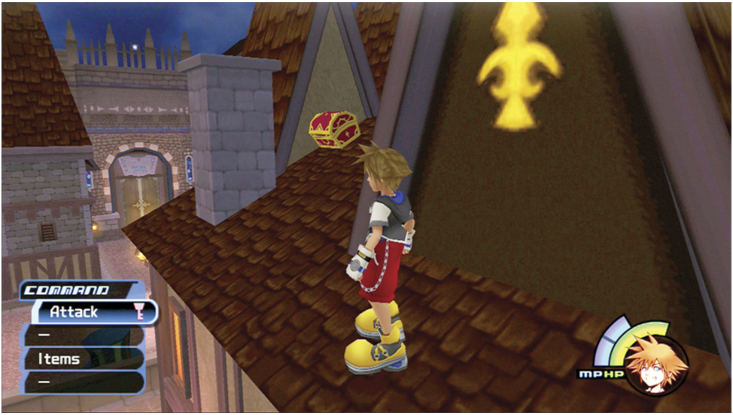
Item	Price
Wisdom Staff	4000
Grand Mallet	4000
Onyx Shield	2800
Adamant Shield	4000

Huey, Dewey, and Louie

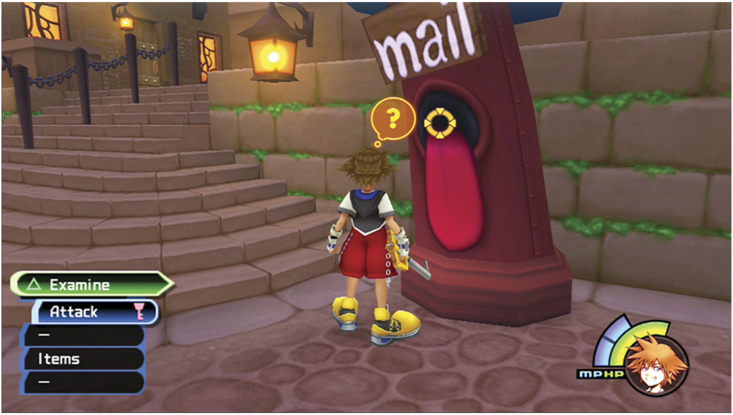


Donald Duck’s three nephews have stayed out of mischief long enough to open up a shop. Huey (wearing red) acts the leader, Dewey (wearing green) manages the details of the shop, and Louie (wearing blue) sells and buys items at the counter.


East
COMMAND
Attack
—
Items
—
MP HP


COMMAND
Attack
—
Items
—
MP HP

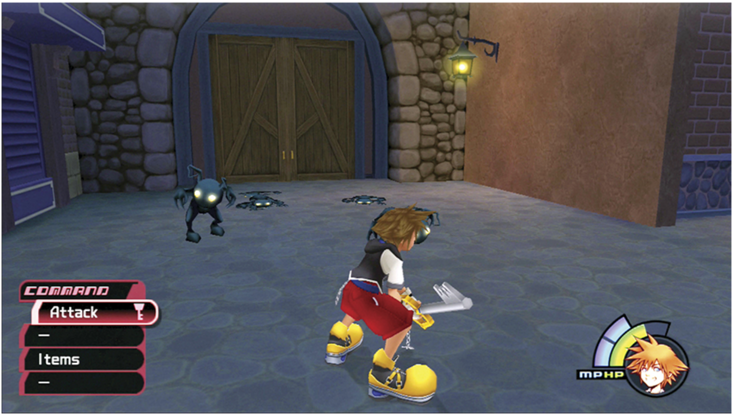
Exit the Item Shop after obtaining the postcard and run around the Accessory Shop corner. Head up the stairs and turn right. Position yourself behind the large crate and push it across the courtyard until it rests against the Accessory Shop's outer wall. Use the crate to jump up to the roof and open the nearby chest for a second Postcard.


mail
?
Examine
Attack
—
Items
—
MP HP

Now that you have two Postcards, return to the town square and examine the mailbox. Each time you send a Postcard, you receive a nice reward for your kind action. It doesn't matter what order you find the Postcards in; you will receive your rewards in the same order. Before you leave Traverse Town and head off in your gummi ship for the first time, you will be able to collect 6 of the 10 Postcards.

Postcard Rewards

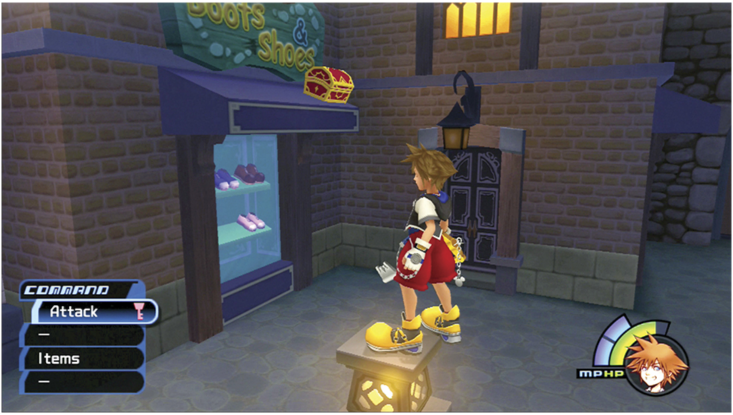
Item	Price
1st	Cottage
2nd	Mythril Shard
3rd	Mega-Potion
4th	Mega-Ether
5th	Mythril
6th	Elixir
7th	Megalixir
8th	Orichalcum
9th	Defense Up
10th	Power Up


COMMAND
Attack
—
Items
—
MP HP

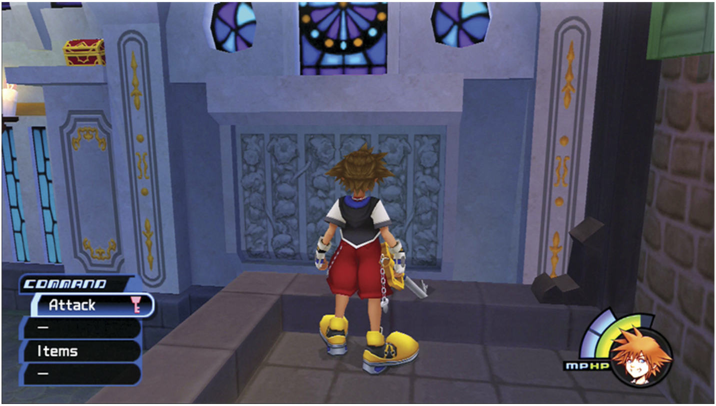
Set off for the Second District. You can find its double doors up the stairs behind the Accessory Shop building. As you enter the new district, Shadows attack. These opponents are slightly tougher than the ones you fought on Destiny Islands, but they offer something substantial the previous Shadows did not—munny! Heartless now drop munny when destroyed, so you can gather wealth by hunting Heartless after Heartless.

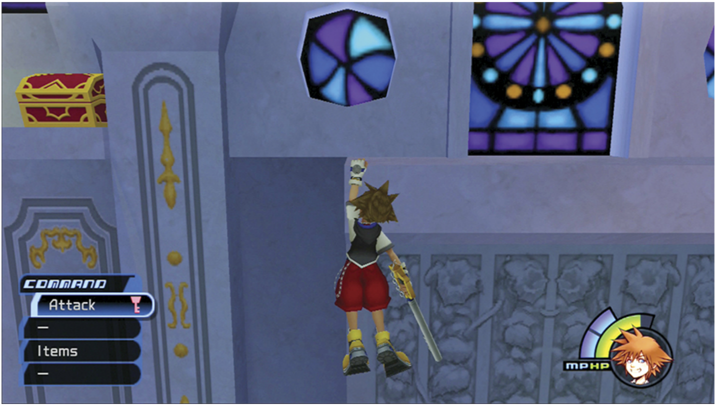
Tip

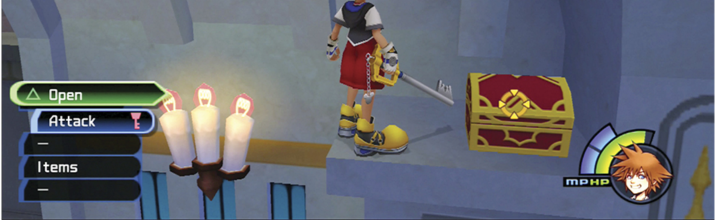
Don't forget to spend your newfound munny at the Accessory Shop or Item Shop before leaving Traverse Town.


Boots & Shoes
COMMAND
Attack
—
Items
—
MP HP

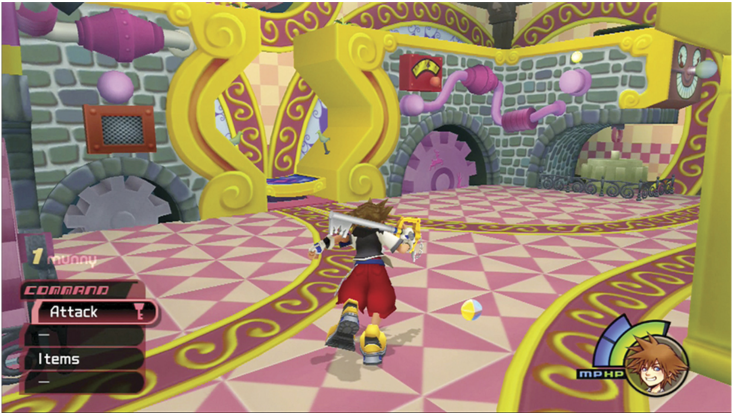
Once you've dispatched the Shadows in your way, look for a chest on the awning above the Boots & Shoes window. Jump atop the corner lantern in front of the window, then leap across the street to grasp the awning and flip up to the chest. Your acrobatics earn you the third Postcard.


COMMAND
Attack
—
Items
—
MP HP

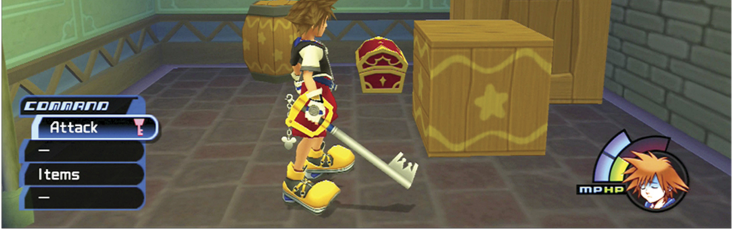

COMMAND
Attack
—
Items
—
MP HP


Open
Attack
—
Items
—
MP HP

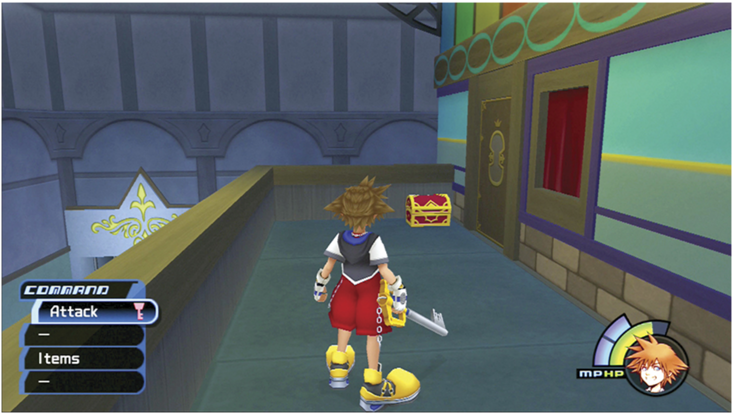
There's another chest on the far side of the Second District courtyard. Stand on the ledge in front of Gizmo Shop's stained-glass windows. Jump from this ledge to the ledge under the stained glass. Flip up to this second ledge, then hop across to the small ledge on your left. The red chest opens to reveal a Mega-Potion.

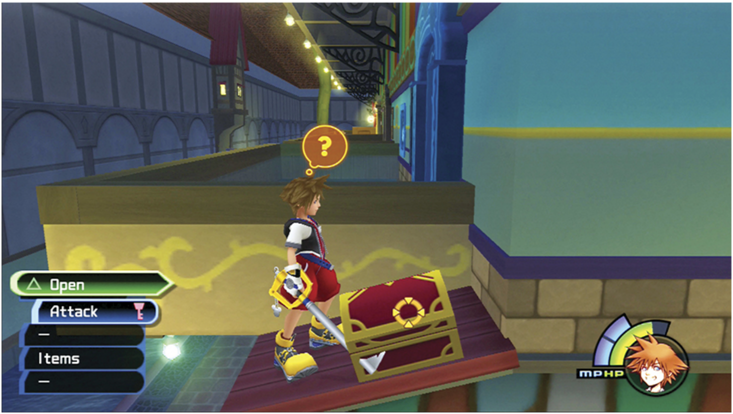

1 MUNNY
COMMAND
Attack
—
Items
—
MP HP

Feel free to enter the Gizmo Shop or the Hotel for more enemy battles. The more opponents you wipe out, the wealthier you'll become, and the more you can stock up on equipment upgrades and items before you leave Traverse Town. As you enter one of these buildings, notice that Donald and Goofy are looking for a fellow named Leon. Eventually, all your paths will cross.

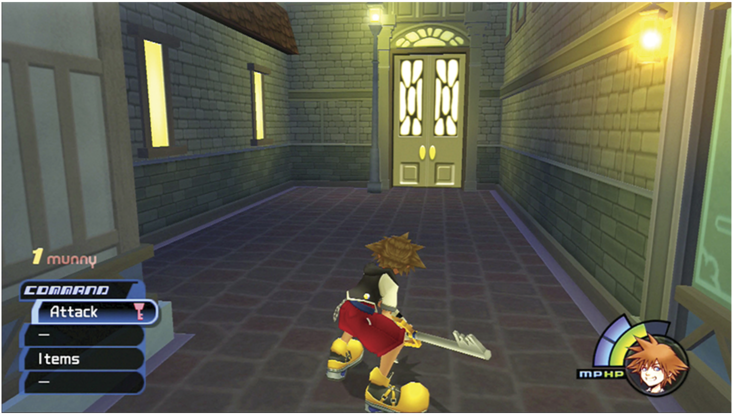

COMMAND
Attack
—
Items
—
MP HP

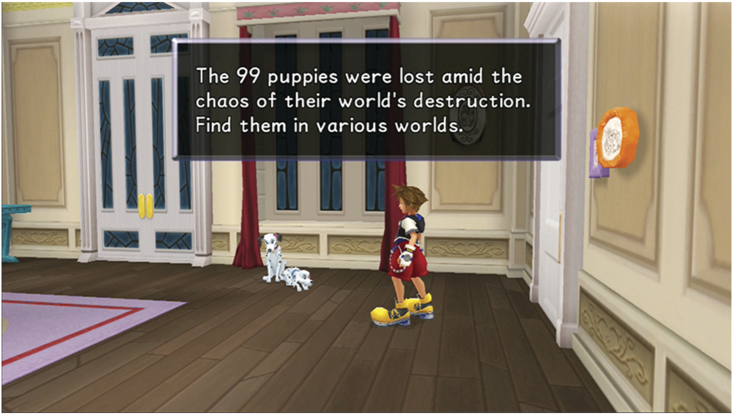
More treasure awaits in the Alleyway, which you can find by entering the double doors in the lower section of the Second District courtyard, immediately under the Hotel's neon sign. Turn the corner in the alley and search for a chest behind the pile of crates. Find it and you gain a Potion.


COMMAND
Attack
—
Items
—
MP HP


?
△ Open
Attack
—
Items
—
MP HP

Continue battling Shadows and make your way to the low-hanging roof toward the far side of the Alleyway. Use this roof to gain access to a series of balconies outside the Hotel. Jump to the far-left balcony for a Potion and head to the far right for a chest with a Pretty Stone. This chest can be difficult to see unless you hop up on the balcony ledge and drop down onto the small roof below.


1 munny
COMMAND
Attack
—
Items
—
mp HP


The 99 puppies were lost amid the chaos of their world's destruction. Find them in various worlds.

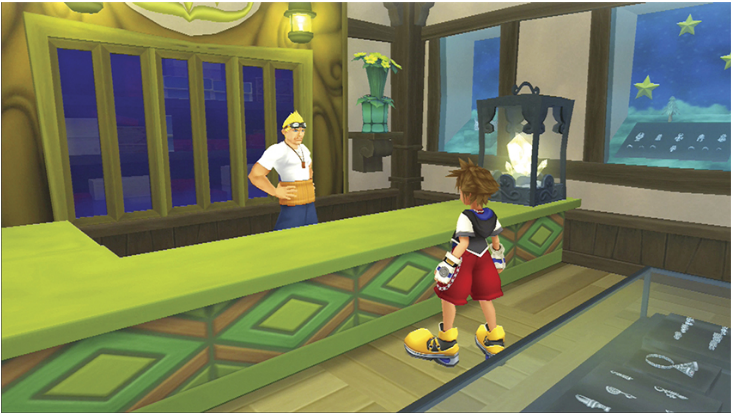
Continue down the Alleyway to the tall, lit doors at the end. Pass through the empty Dalmatians' Den, Dining Room, and Living Room inside the Dalmatians' House until you reach Perdita and Pongo in the Piano Room. They are upset that their 99 pups are missing, and if you rescue the puppies from their hiding places across the various worlds and return here, mama and papa will reward you with useful items. For a list of all the Dalmatian locations, see the "Dalmatians" chapter later in the guide. Head back to the First District and mail your new Postcard when you reach the town square.

DALMATIAN REWARDS

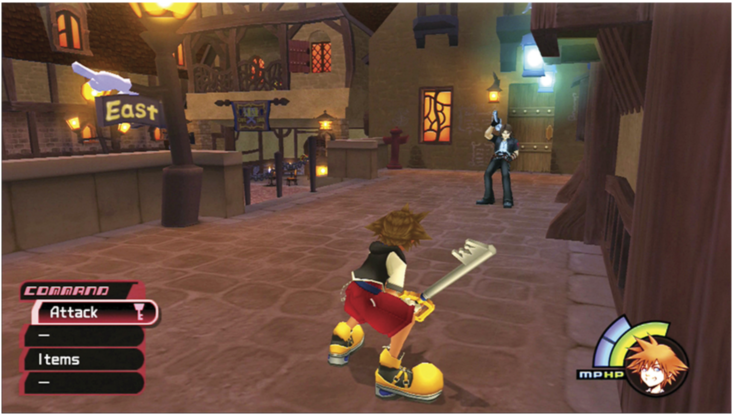
Number of Puppies	Rewards
12	Curaga-G
21	Firaga-G
30	Thundara-G
42	Mythril Shard
51	Torn Page, Mythril
60	Megalixir
72	Orichalcum
81	Ultima-G
90	Ribbon
99	Full gummi set, Aero spell upgrade

Step 3: Leon

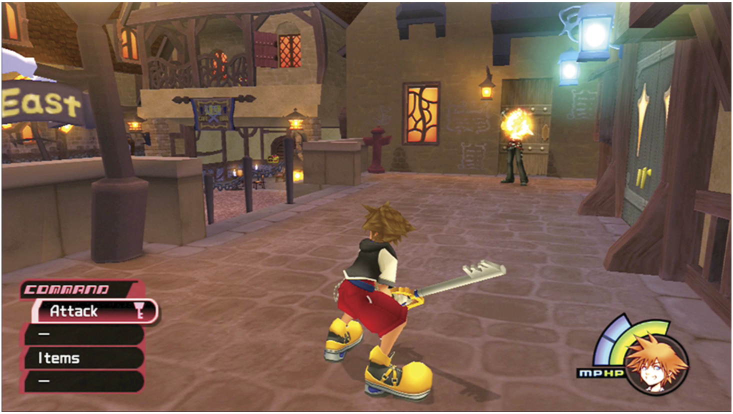
HP	**120**
Strength	8
Defense	8
EXP	30

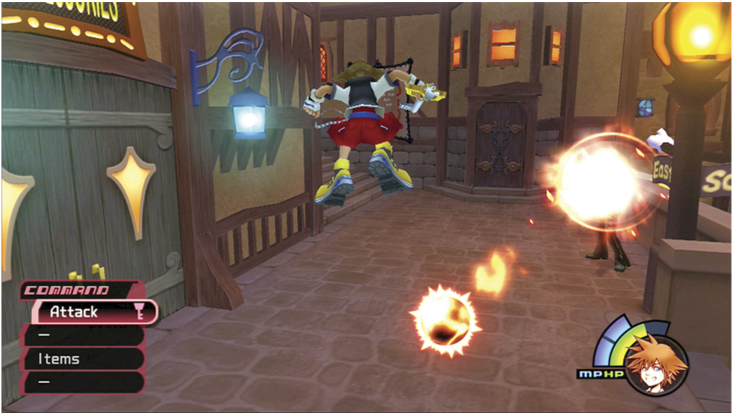


Return to Cid in the Accessory Shop, and he will tell you to keep searching for your friends. Save before you leave the shop because you're about to fight your next boss.

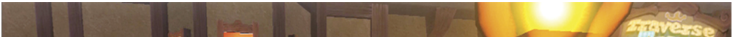

East
COMMAND
Attack
—
Items
—
MP HP

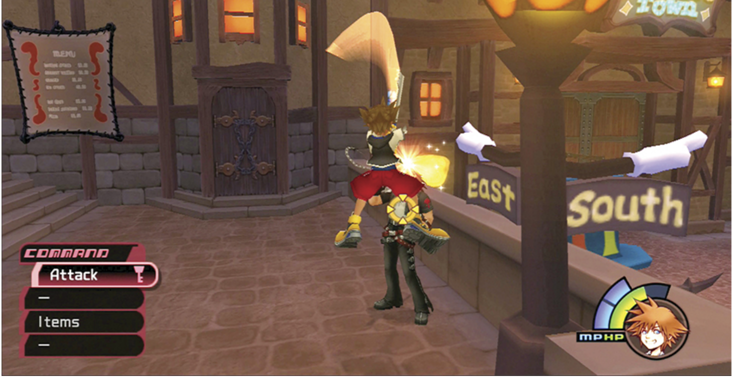
Leon is on your side—he just wants to test out whether you are worthy to wield the Keyblade—so losing this battle won't end the game, though winning it will net you an extra Elixir later when you meet up with all the heroes.


East
COMMAND
Attack
—
Items
—
MP HP

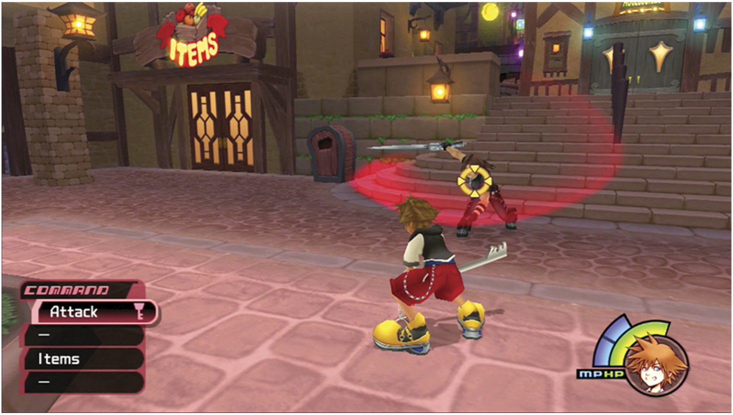

COMMAND
Attack
—
Items
—
MP HP

At range, Leon casts a formidable fireball that blows you away quickly if you stand in its way. When you see him spin fire out of the air, prepare yourself and jump to one side or the other as the fireball launches toward you.

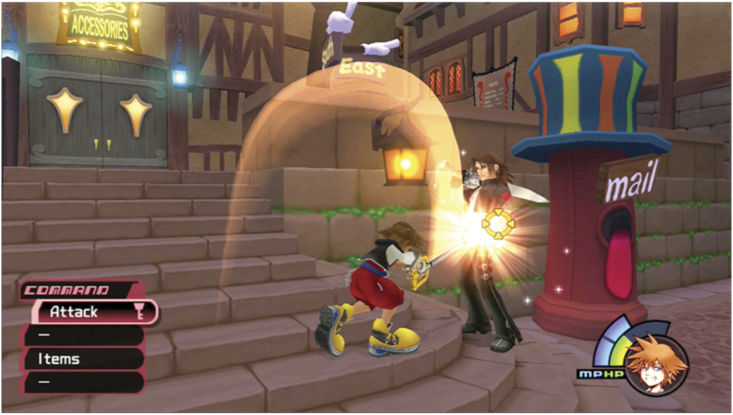



East
South
COMMAND
Attack
—
Items
—
MP HP

In those few seconds after his attack, Leon is vulnerable; take two or three swings and then back out of melee range for another round.


ITEMS
COMMAND
Attack
—
Items
—
MP HP

Leon's sword attack can be even more vicious if you stand still. Back away from the slicing blade and only counterattack when you're sure he can't hit you.


ACCESSORIES
East
mail
COMMAND
Attack
—
Items
—
MP HP

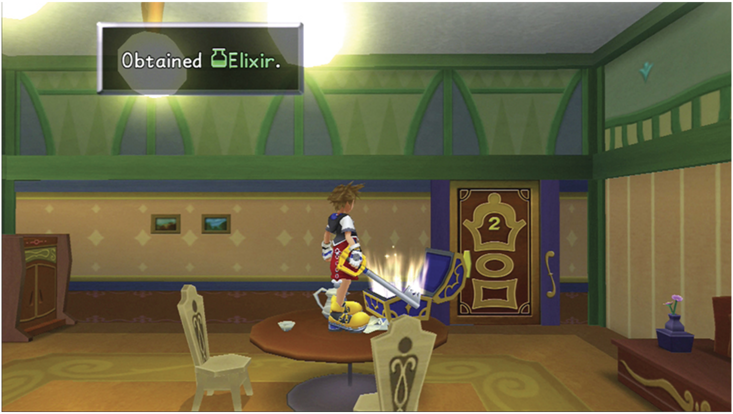
If you're patient and counterattack after every fireball blast, you can beat Leon. Whether you win or lose, the story progresses and you'll become allies after the battle.

Step 4: Three Heroes More

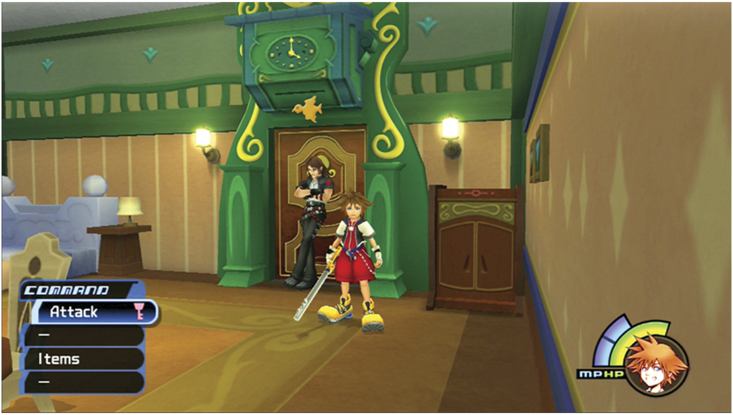
Kairi!

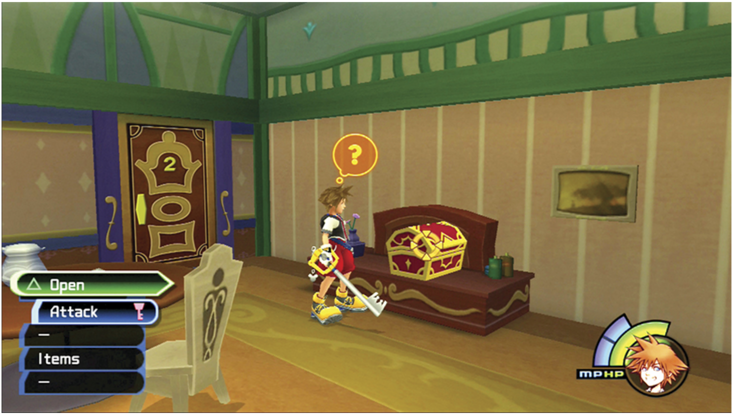
It was the only way to conceal
your heart from them.

You wake up after the fight with Leon in the Hotel's Green Room. While you're in Traverse Town, we see Riku trapped in a strange, icy place, and your new friends Leon and Yuffie explain some of what's been happening with the Heartless and vanishing worlds.


Obtained Elixir.
2

Yuffie also explains that the Keyblade can unlock special chests. Jump up on the table and try your new ability on the blue chest there. You discover an Elixir.


COMMAND
Attack
—
Items
—
MP HP


2
?
Open
Attack
—
Items
—
MP HP

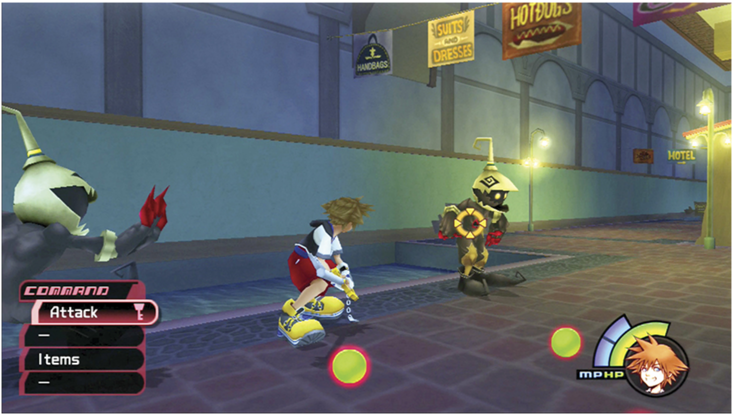
There’s also a hidden item in the room. Face Leon and stand on the right side of the clock over the doorway. Jump up and strike the clock with the Keyblade; this advances the clock by an hour. Continue striking the clock until you reach 7:00. A chest appears on the opposite side of the room with Mythril inside.

Leon

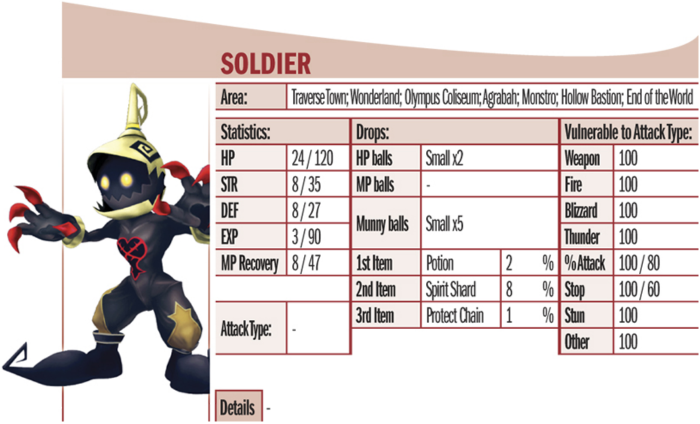
You may know him by a different name: Squall Leonheart. The main hero in Final Fantasy VIII, Leon graduated from the SeeD academy and became the captain of a highly trained warrior squad. Unfortunately, Leon was not able to stop the Heartless from destroying his home and is seeking a second chance here in Traverse Town.

Yuffie

A great and powerful ninja—at least she likes to think so—Yuffie is never far from Leon and Aerith as they plot to thwart the Heartless. Yuffie originally appeared in Final Fantasy VII.


HANDBAGS
SUITS AND DRESSES
HOTDOGS
HOTEL
COMMAND
Attack
—
Items
—
MP HP

Speak to Leon when you're ready to leave the Green Room. Suddenly, the Heartless attack, and with a new creature this time: Soldiers! You can choose to run with Leon, or hang back and fight the Heartless for extra experience. The Soldiers have twice as many hit points as their Shadow brethren, but you'll also enjoy more experience and a greater chance at item drops.



SOLDIER

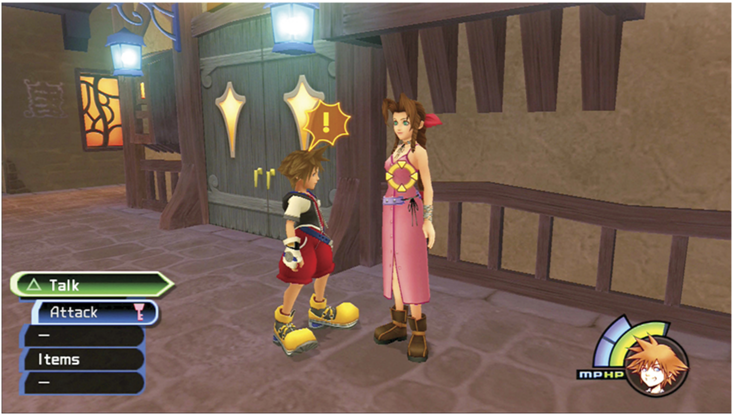
Area:	
	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Hollow Bastion; End of the World

Statistics:	
HP	24 / 120
STR	8 / 35
DEF	8 / 27
EXP	3 / 90
MP Recovery	8 / 47
Attack Type:	-

Drops:			
HP balls	Small x2		
MP balls	-		
Munny balls	Small x5		
1st Item	Potion	2	%
2nd Item	Spirit Shard	8	%
3rd Item	Protect Chain	1	%

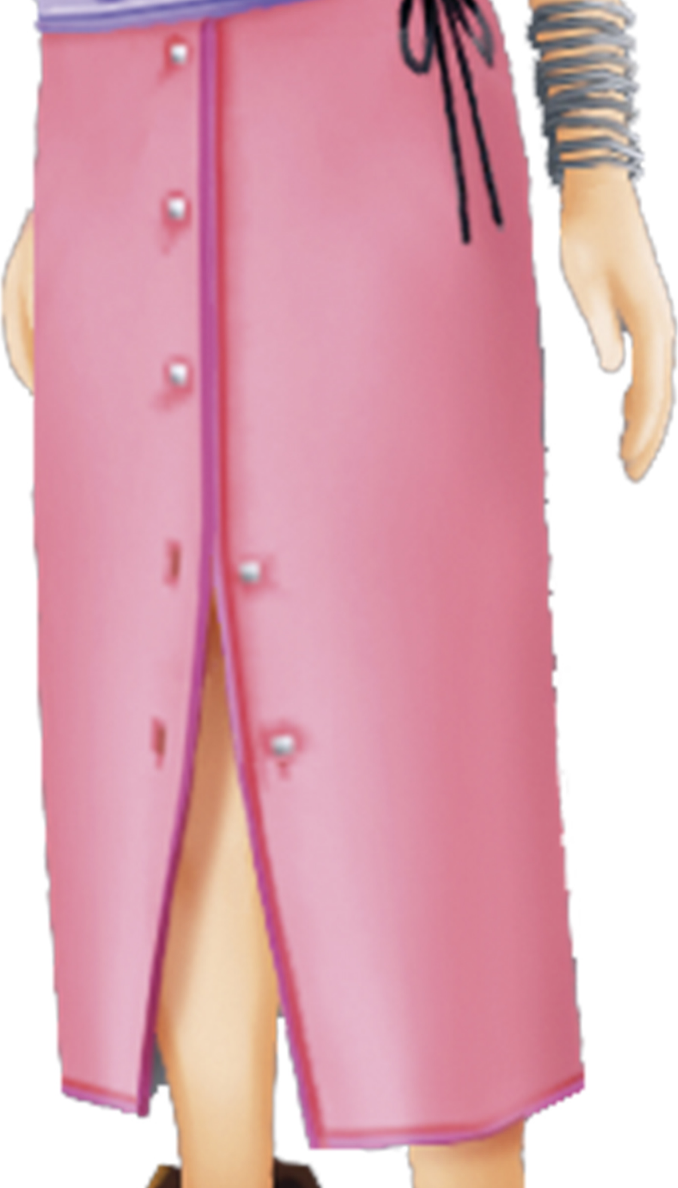
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	100 / 80
Stop	100 / 60
Stun	100
Other	100

Details -


△ Talk
Attack
—
Items
—
MP HP

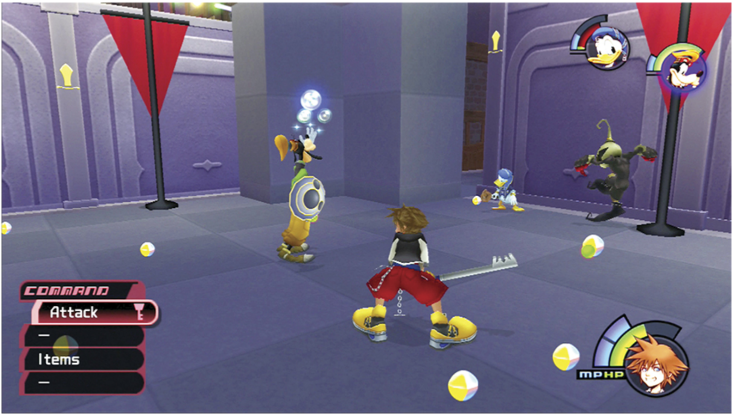
Loop back to the First District town square and climb the stairs to the front of the Accessory Shop. Speak with Aerith standing outside the door and she'll give you a Mega-Potion for your recent efforts against the Heartless.

Aerith



This gentle flower girl lost her world to the Heartless, but hasn't given up hope that this great evil can be stopped. While Leon and Yuffie befriend you, Aerith allies with Donald and Goofy. Aerith was originally in Final Fantasy VII.

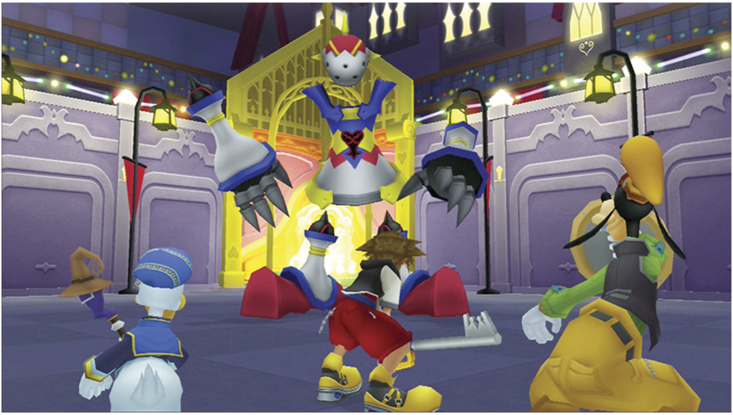
Step 5: Party Central


COMMAND
Attack
—
Items
—
MP HP

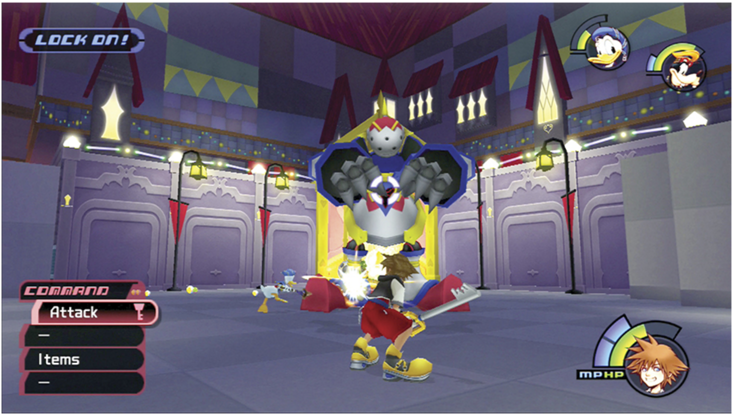
Load up on more Potions and save at the Accessory Shop before venturing forth. Fight your way to the Third District door at the far end of the Second District courtyard. Only a few steps into the Third District brings you—literally—in contact with Donald and Goofy, as they come crashing down on you from above. Fight the Heartless with Donald and Goofy at your side, and get used to working together as a team and having three times the abilities and combat prowess! At the close of this battle, the big boss of the world arrives.

Step 6: Guard Armor

HP	700
Strength	8
Defense	8
EXP	110



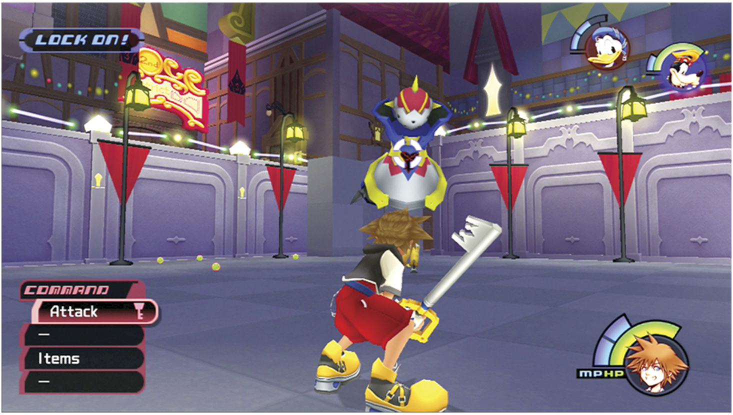
The giant Guard Armor is comprised of five different targets to lock on: two arms, two legs, and the torso. To keep it simple, lock onto the torso. As you destroy the limbs, HP balls will spill out to heal you, so if you're low on health, switch to an extremity. However, while you swing at the more durable torso, you will inevitably hit the limbs and destroy them first even while damaging the torso.


LOCK ON!
COMMAND
Attack
–
Items
–
MP HP

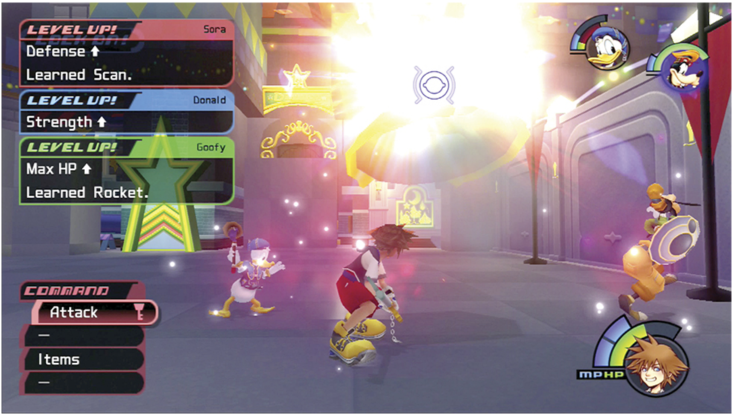
As your first boss fight with a full party, pay close attention to Donald and Goofy in the battle. Their health meters are in the top right above yours in the bottom-left corner. You might think about healing them with Mega-Potion if one or both are out of the fight. Take what you learn in the battle and use it to customize Donald's and Goofy's combat behaviors in the future to better match your play style.

Tip

Now that you're fighting with a party, don't hoard all the HP balls for yourself. Unless you are severely injured, leave HP balls for Donald and Goofy to heal up too.


LOCK ON!
COMMAND
Attack
—
Items
—
MP HP

Watch out for the Guard's spinning arms and stomping feet as you leap up and continually strike the torso. Most of the Guard's attacks occur low to the ground; by staying airborne as much as possible you'll avoid most of its damage.


LEVEL UP! Sora
Defense ↑
Learned Scan.

LEVEL UP! Donald
Strength ↑

LEVEL UP! Goofy
Max HP ↑
Learned Rocket.

COMMAND
Attack
—
Items
—
MP HP

Keep up the constant shots against the torso. Eventually, you will destroy both arms and legs, leaving the torso and head alone. Press the attack with combos, and if you're low on HP, use Potions. You can always buy more at the Item Shop. Once you've dealt 700 hit points, the torso explodes. Victory earns you the Brave Warrior.

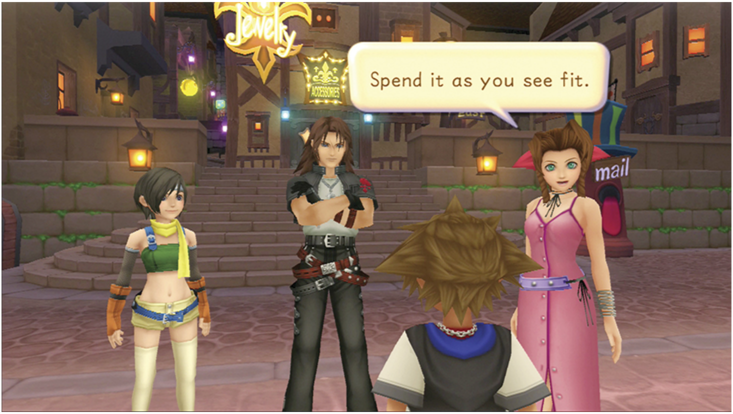
Essential Upgrade: Brave Warrior

HP +3

STR +1

This piece of equipment raises max HP by three and strength by one. It should be an instant-equip for Sora, as you have very little equipment early in the game. It will serve you well until you earn some of the more potent rewards in later worlds.

Step 7: Rewards Galore


Jewelry
ACCESSORIES
Spend it as you see fit.
mail

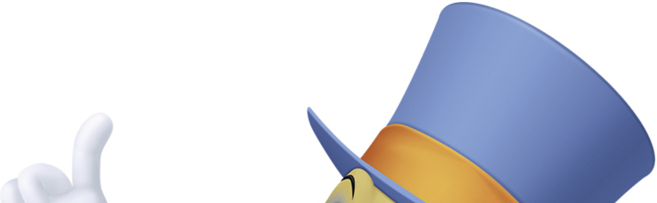
Following the destruction of the Guard Armor, the heroes gather together and prepare you for your coming adventures. Leon, Yuffie, and Aerith give you 500 munny, plus Leon hands you an Elixir if you beat him in the earlier boss fight.

Donald and Goofy have rewards too. Donald gives you the Fire spell, which automatically configures to your combat shortcuts. Goofy teaches you the Dodge Roll ability.

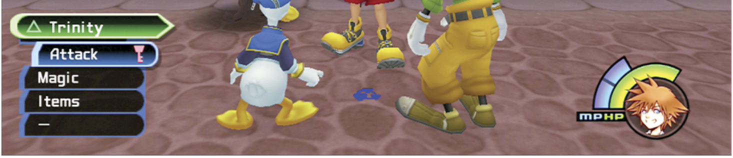
Looks like it's up to me to keep track of it all in my journal!

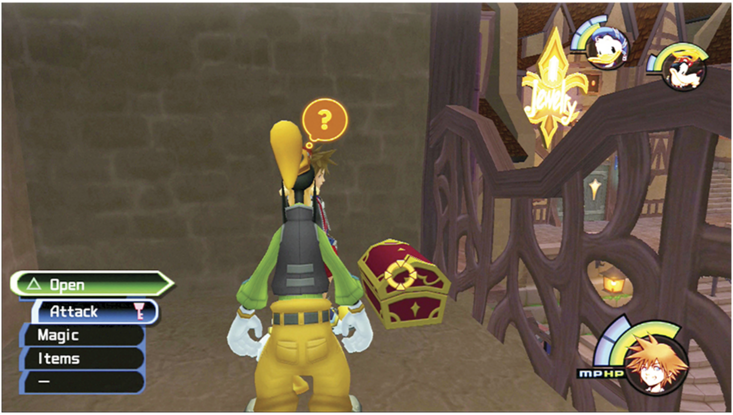
Jiminy Cricket also joins the party. He's not a fighter, but he will chronicle your story in the Journal option on the Main menu.

Jiminy Cricket

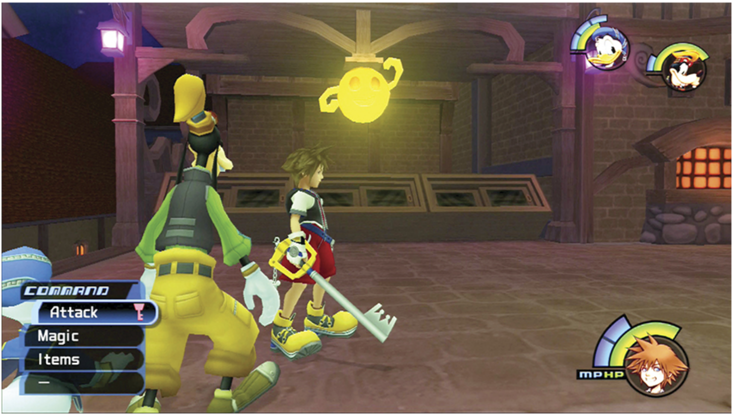


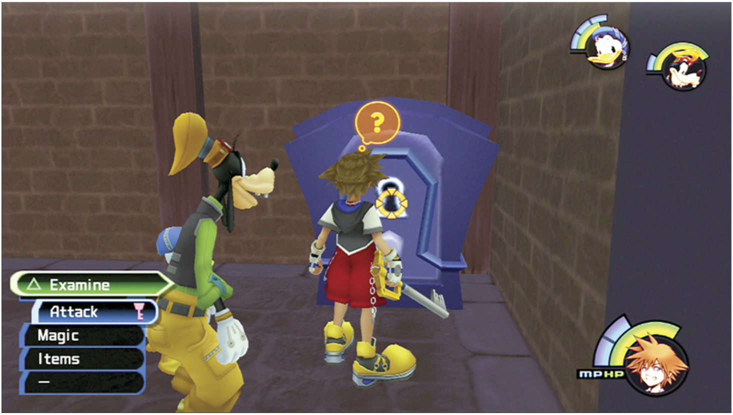
Jiminy Cricket was Pinocchio's wise friend in the classic 1940 film, Pinocchio. He's still a wise friend, only this time to Donald and Goofy on their journey to locate King Mickey and the Keyblade. Jiminy tracks all story events, characters, and Heartless in your Journal.


Trinity
Attack
Magic
Items
—
MP HP

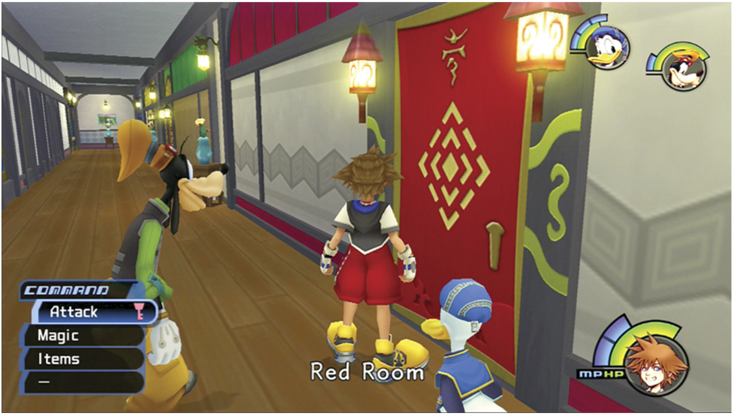

Open
Attack
Magic
Items
—
Jewelry
MP HP

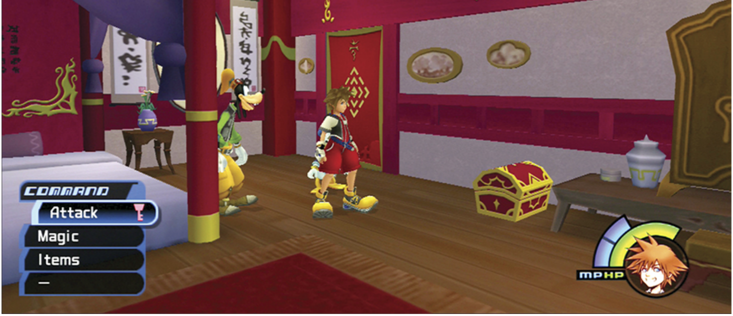
With Donald and Goofy in your party, you can now activate blue Trinity Marks. Look for the first blue Trinity Mark in the town square in front of the restaurant. Examining it teleports you up to the restaurant balcony where you can open a chest with the fourth Postcard.


COMMAND
Attack
Magic
Items
—
MP HP

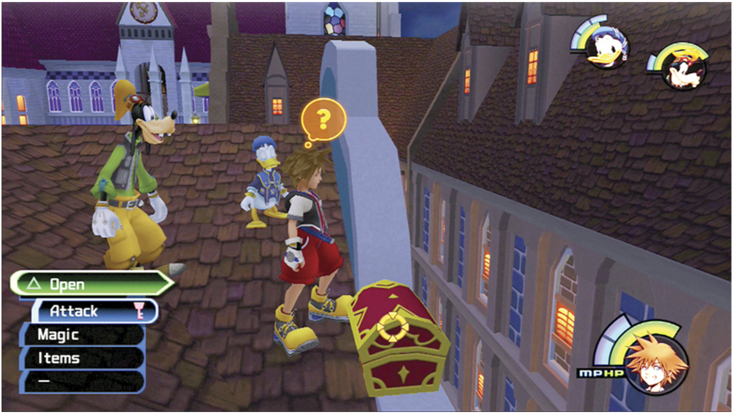

Examine
Attack
Magic
Items
—
mp HP

Wind back up the stairs to the glowing smiley face behind the Accessory Shop. Hop over the short wall and approach the blue safe in the back corner of this small area. Open the safe for the fifth Postcard. Return to the mailbox to collect your gifts.

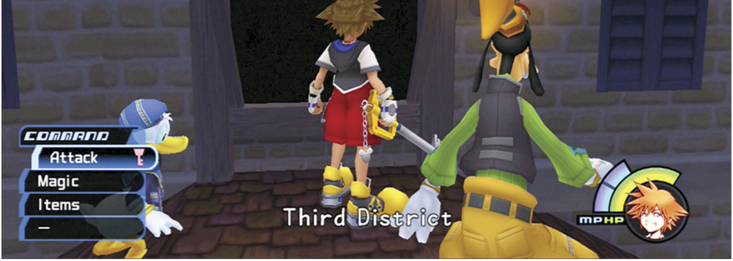

COMMAND
Attack
Magic
Items
—
Red Room
mp HP

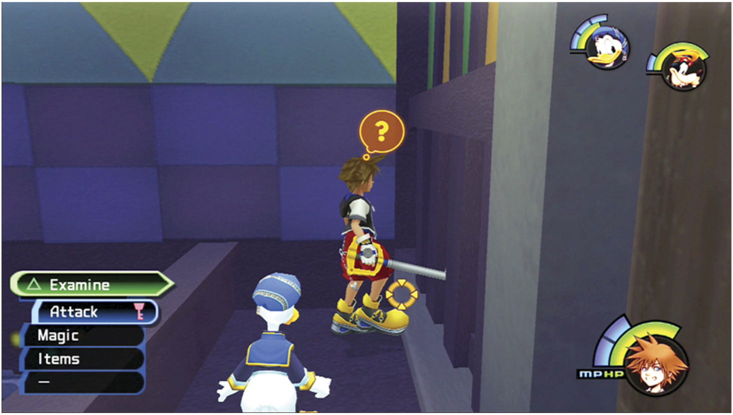

COMMAND
Attack
Magic
Items
—
MP HP

Now head back out to the Second District and enter the Hotel. Find the Red Room door and check inside the room for a chest with a Pretty Stone.

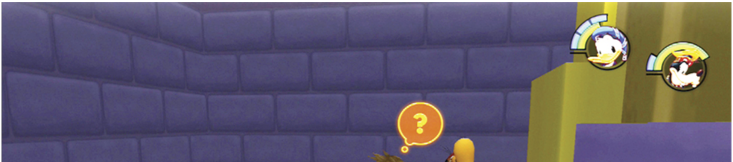

Open
Attack
Magic
Items
—
MP HP

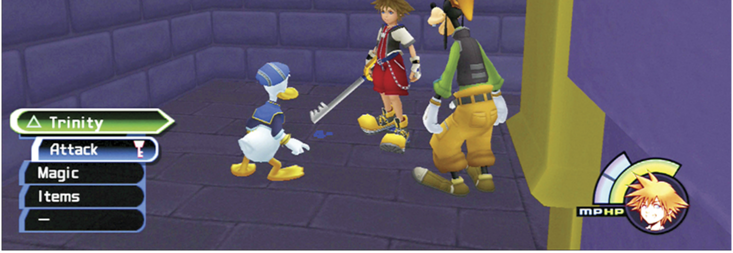
Now that you have Donald and Goofy with you and the Guard Armor has been defeated, the ladder on the landing in the back of the Gizmo Shop can be accessed. Climb the ladder to reach the roof and head to your left. Jump over to the next set of rooftops and look for a chest on the left side above the Third District entrance. Open the chest for a Mythril Shard.


COMMAND
Attack
Magic
Items
—
Third District
MP HP

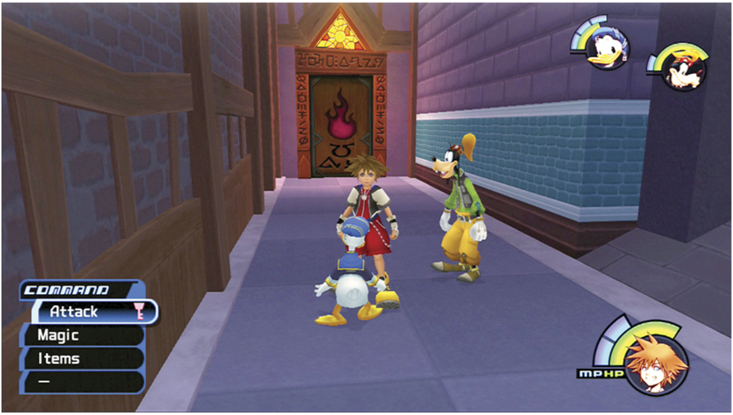

?
Examine
Attack
Magic
Items
—
MP HP

On the same roof, enter the small access panel to the Third District. This brings you out to a secluded balcony overlooking the Third District courtyard. While standing on this balcony, press your target lock to locate a hidden item in the corner—the sixth Postcard. Don't forget to drop it in the mail before you leave Traverse Town.




△ Trinity
Attack
Magic
Items
—
MP HP

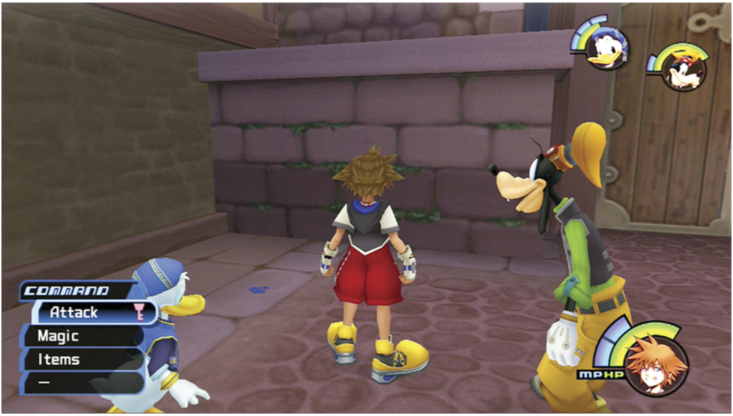
Drop down into the Third District courtyard and climb the ramp that leads behind the Lady and the Tramp shrine. Look for another blue Trinity Mark on the floor. Activating it drops a lot of munny and a Camping Set.


COMMAND
Attack
Magic
Items
—
MP HP

There's one door you haven't checked yet. Now that you have the Fire spell, you can open it. Shoot a blast of fire at the flame symbol on the door and you'll gain access. This leads to the Mystical House (map 2-16), but more will open up later so it's best to explore this area when you return to Traverse Town after the next three worlds.

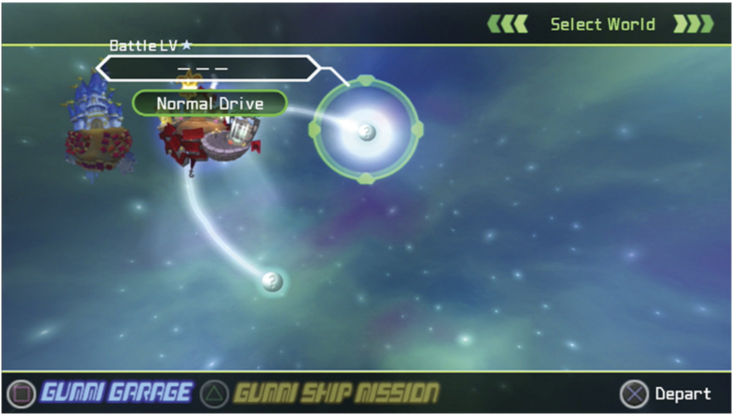
COMMAND
Attack
Magic
Items
—
MP HP

Stop by the lock near the First District door in the Third District. Use the Keyblade on the lock to open a shortcut back to the town square.

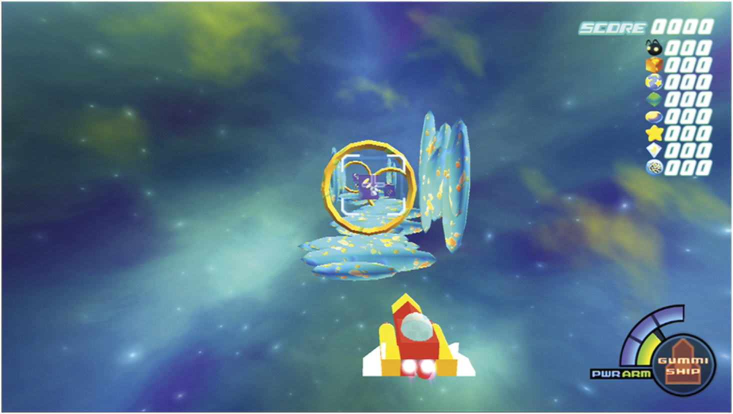

COMMAND
Attack
Magic
Items
—
MP HP

Trigger the final blue Trinity Mark near the exit from Traverse Town. Prepare to scoop up lots and lots of munny balls.

Step 8: Into the Gummi Ship

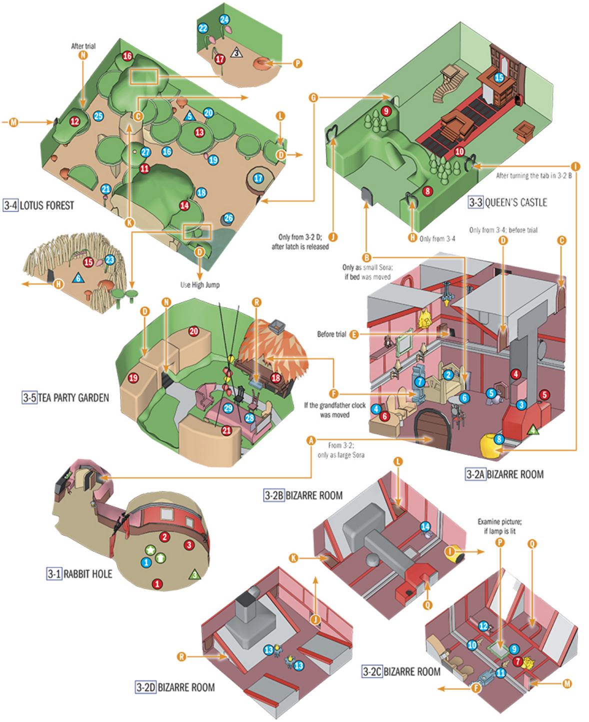

Select World
Battle LV ★
— — —
Normal Drive
GUMMI GARAGE
GUMMI SHIP MISSION
Depart

Once you've explored all of Traverse Town and spent your munny on equipment upgrades and items, it's time to journey out into the stars. You can reach your gummi ship in two ways: through the exit double doors in the town square or via the save point in the Accessory Shop. You'll generally want to use save points to access your gummi ship so that you can save before departing an area. See the "Gummi Garage" chapter for more details on gummi travel and building the ideal gummi ship.


SCORE 0000
000
000
000
000
000
000
000
000
PWR ARM
GUMMI SHIP

Choose the one-star world on your navigational map and set off for Wonderland. This first gummi trip is easy enough if you carefully avoid enemy ships and obstacles, or use your simple cannon to blow threats out of the sky. Once in orbit around Wonderland, you can land only to quickly find yourself in the middle of a race to chase down a white rabbit!

Wonderland


After trial
N
M
L
C
D
G
I
3-4 LOTUS FOREST
3-3 QUEEN'S CASTLE
After turning the tab in 3-2 B
Only from 3-2 D; after latch is released
J
K
H Only from 3-4
Only from 3-4; before trial
B
Only as small Sora; if bed was moved
Use High Jump
R
Before trial
E
3-5 TEA PARTY GARDEN
F
If the grandfather clock was moved
A
From 3-2; only as large Sora
3-2A BIZARRE ROOM
3-2B BIZARRE ROOM
Examine picture; if lamp is lit
P
Q
3-1 RABBIT HOLE
3-2C BIZARRE ROOM
3-2D BIZARRE ROOM

Opponents

Name	Shadow	Soldier	Red Nocturne	Large Body	Blue Rhapsody	Yellow Opera	Air Soldier	Darkball
HP	12	24	24	160	24	24	33	60

Name	Defender	Wizard	White Mushroom	Queen of Hearts	Cards (Spades)	Cards (Hearts)	Tower	Trickmaster
HP	240	75	-	10	45	60	-	600

Items

No.	Item	Location	Condition
①	Camping Set	3-1	Return from 3-3 and defeat all opponents (before trial)
②	Megalixir	3-1	Defeat all opponents following Kairi’s rescue (after Hollow Bastion)
③	Mega-Potion	3-1	Defeat all opponents after trial (prior to Kairi’s rescue)
④	Evidence: Claw Marks	3-2 A	Through entrance D
⑤	Evidence: Stench	3-2 A	Through entrance C
⑥	Mythril Shard	3-2 A	Move teddy bear in 3-2 C
⑦	Defense Up	3-2 C	Light lamp
⑧	Dalmatians 13,14, 15	3-3	Through entrance H
⑨	Thundara-G	3-3	Through entrance J
⑩	Meteor-G	3-3	Through entrance I
⑪	Dalmatians 16, 17, 18	3-4	-
⑫	Evidence: Antenna	3-4	-
⑬	Evidence: Footprints	3-4	-
⑭	Orichalcum	3-4	High Jump
⑮	Thundara-G	3-4	Attack flower with Thunder

16	Scan-G	3-4	Attack mid-jump
17	Thundara-G	3-4	Attack flower with Thunder
18	Dark Matter	3-5	Through entrance F (behind the grandfather clock)
19	Flare-G	3-5	Through entrance O (High Jump)
20	Dalmatians 19, 20, 21	3-5	Through entrance O or F (High Jump)
21	Mythril	3-5	Through entrance O (High Jump + Glide)

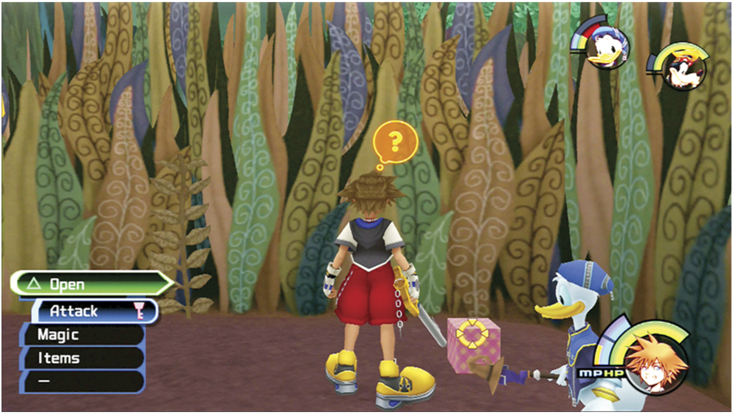
Trinity	Location	Purpose
△5	3-4	Ether, Tent, Potion
△6	3-4	Camping Set
△3	3-1	Elixir
△4	3-2	Mythril Shard
△3	3-4	Lady Luck

No.	Prop	Location	Purpose
1	Save Point	3-1	Appears after 3-2 is visited
2	Bed	3-2 A	Can be moved by large Sora
3	Flower pot	3-2 A	Yields Mythril Shard, 2x Potion (if lamps in 3-2 D are lit)
4	Book	3-2 A	Is activated by teddy bear in 3-2 C
5	Doorknob	3-2 A	-
6	Bottles	3-2 A	Enlarge / shrink Sora
7	Grandfather clock	3-2 A	Activated by teddy bear in 3-2 A that drops in 3-2 C
8	Vase	3-2 A + B	Activated by turning the tap in 3-2 B
9	Picture	3-2 C	Activated by lighting lamp; examine to use exit P
10	Left lamp	3-2 C	Turn on to open exit P

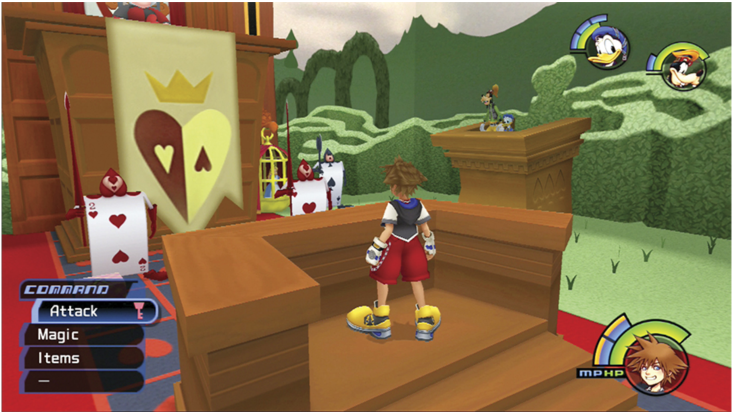
⑪	Right lamp	3-2 C	Turn on to make Defense Up materialize
⑫	Shelf with teddy bear	3-2 C	Sever supports to drop the teddy bear
⑬	Lamps	3-2 D	Turn on to make flower pot and Trickmaster appear in 3-2 A
⑭	Tap	3-2 B	Turn on to open passage I
⑮	Queen of Hearts	3-3	-
⑯	Tree	3-4	Can be rotated by large Sora
⑰	Tree stump	3-4	Step on it with large Sora to open exit D
⑱	Flower 1 (yellow)	3-4	Enlarges Sora in exchange for a Potion
⑲	Flower 1 (red)	3-4	Gives Camping Set in exchange for an Ether
⑳	Flower 2 (yellow)	3-4	Gives Hi-Potion in exchange for a Potion
㉑	Flower 2 (red)	3-4	Gives Camping Set in exchange for an Ether
㉒	Flower 3 (yellow)	3-4	Gives Mythril Shard and munny in exchange for an Elixir
㉓	Flower 3 (red)	3-4	Gives Mega-Potion in exchange for a Hi-Potion
㉔	Flower 4 (yellow)	3-4	Gives Hi-Potion in exchange for a Potion
㉕	Boulder	3-4	Disappears after trial
㉖	Boulder	3-4	Can be moved by large Sora (appears after trial)
㉗	Nut	3-4	Shrinks large Sora
㉘	Sign	3-5	Gives hint relating to chairs
㉙	Chairs 1-7	3-5	Yield various surprises

Objectives

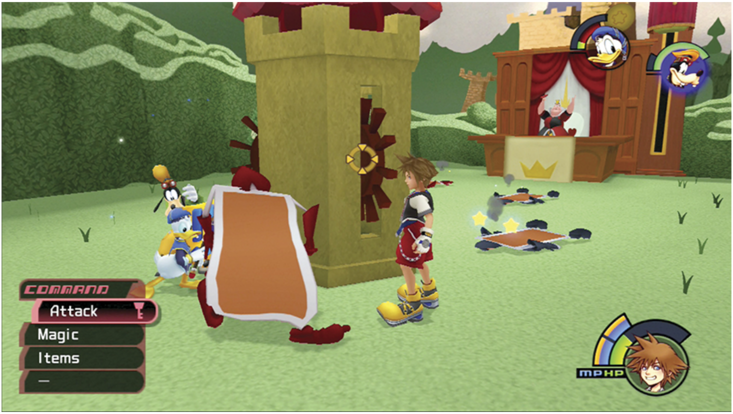
1. Follow the White Rabbit


△ Open
Attack
Magic
Items
—
MP HP

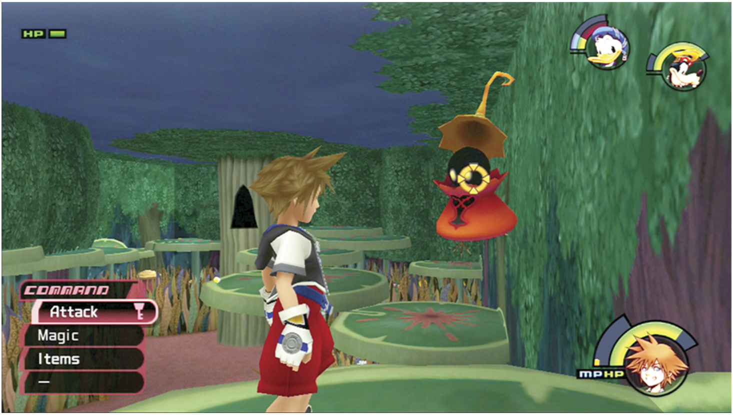
2. Find evidence that will free Alice


COMMAND
Attack
Magic
Items
—
MP HP

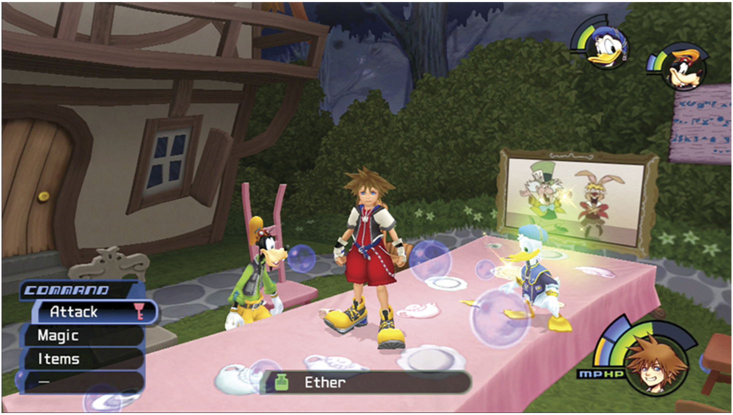
3. Present the evidence to the Queen


COMMAND
Attack
Magic
Items
—
MP HP

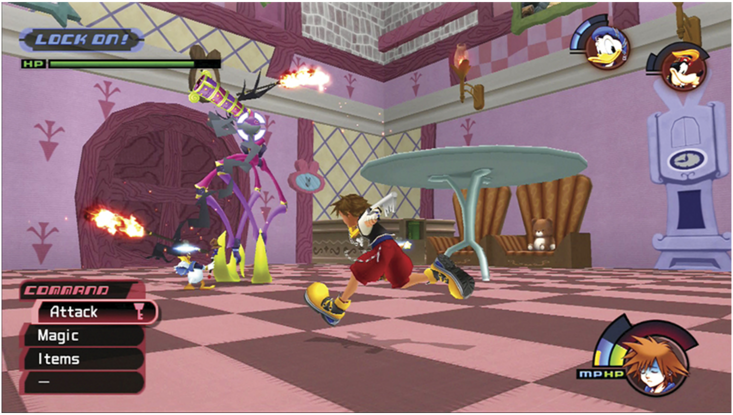
4. Destroy the Crank Tower


HP
COMMAND
Attack
Magic
Items
—
MP HP

5. Search for the missing Alice


COMMAND
Attack
Magic
Items
—
Ether
MP HP

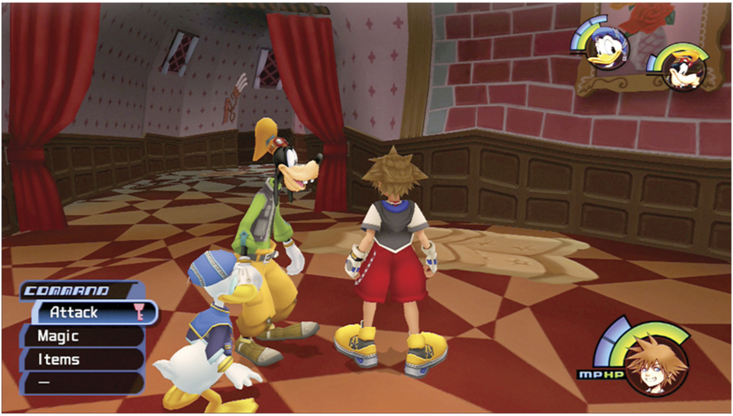
6. Sit down to a tea party


LOCK ON!
HP
COMMAND
Attack
Magic
Items
—
MP HP

7. Defeat the Trickmaster

8. Lock down Wonderland

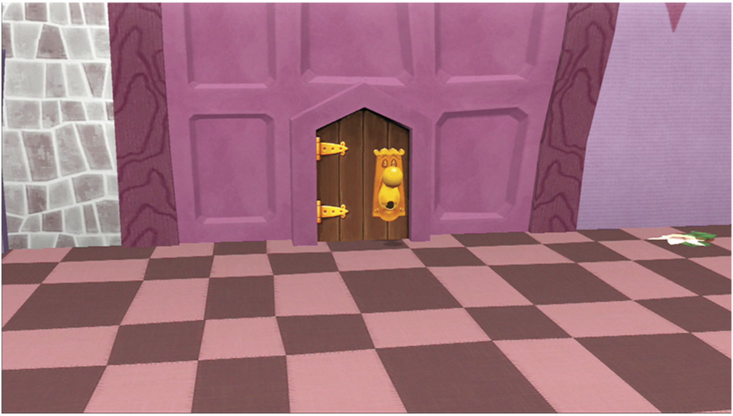
Step 1: Into the Rabbit Hole


COMMAND
Attack
Magic
Items
—
MP HP

You fall down the Rabbit Hole to enter Wonderland. When you land, the White Rabbit rushes past you and down the hall. Follow the rabbit to the multi-layered door and into the next room.

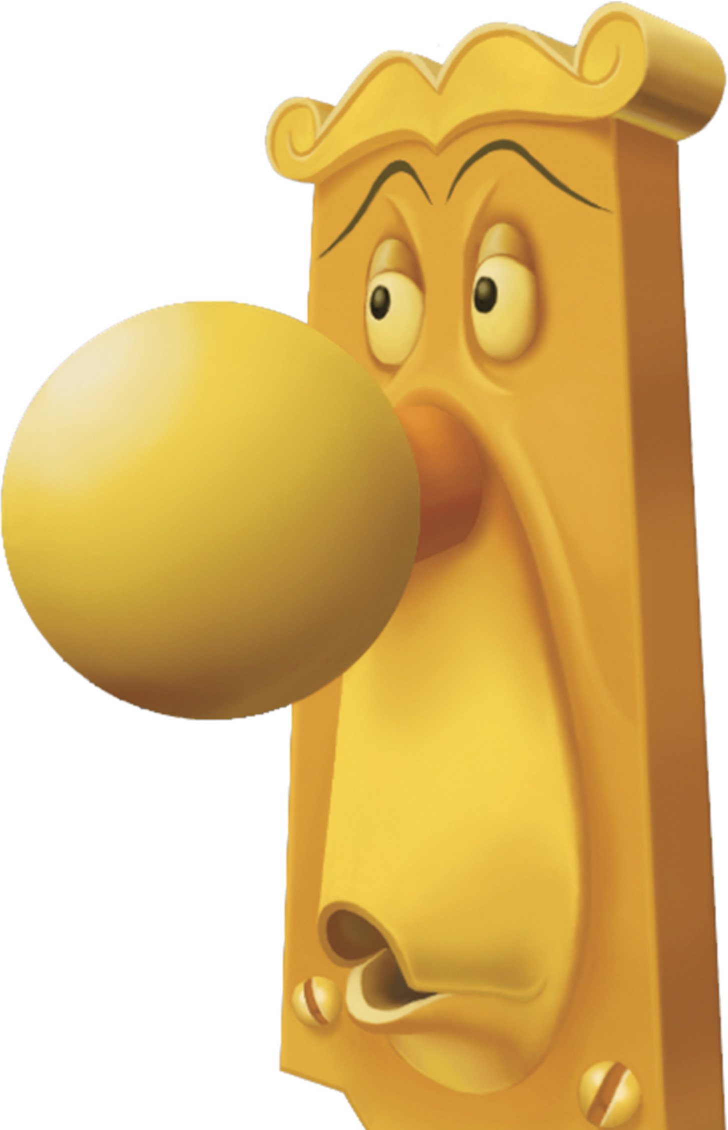
Note

Wonderland is a very confusing place, and the Bizarre Room is at the center of that confusion. As you use the various Bizarre Room access points, the room shifts so that "down" becomes the various walls and even the ceiling. Don't get dizzy!

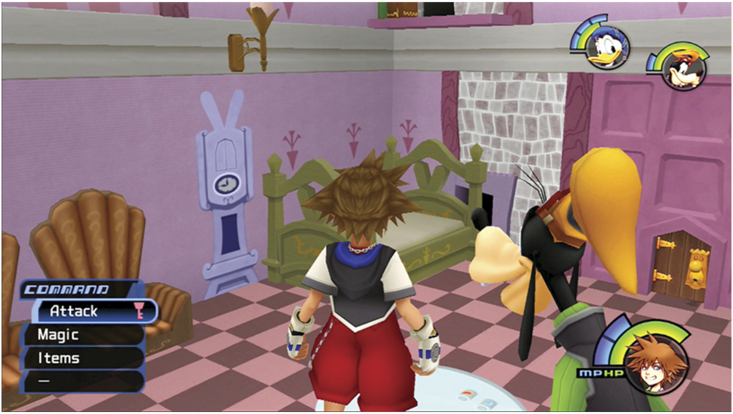


You've entered the Bizarre Room, aptly named because you shift size in here and the entire room rotates each time you come for a visit. See maps 3-2A through 3-2D for the room's various positions throughout your journey. Speak to the talking Doorknob in the Bizarre Room to continue after the White Rabbit.

Doorknob



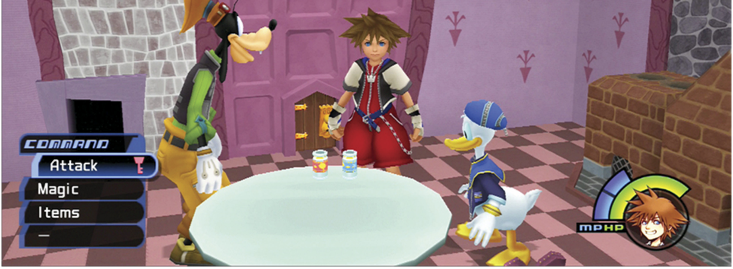
This drowsy doorknob holds the secrets to growing and shrinking and will share the information with you, if he can stay awake long enough to do so. Talk to him to discover the true entrance to Wonderland. Interestingly enough, the Doorknob did not appear in Lewis Carroll's book, but did appear in the Disney movie adaptation of the book.

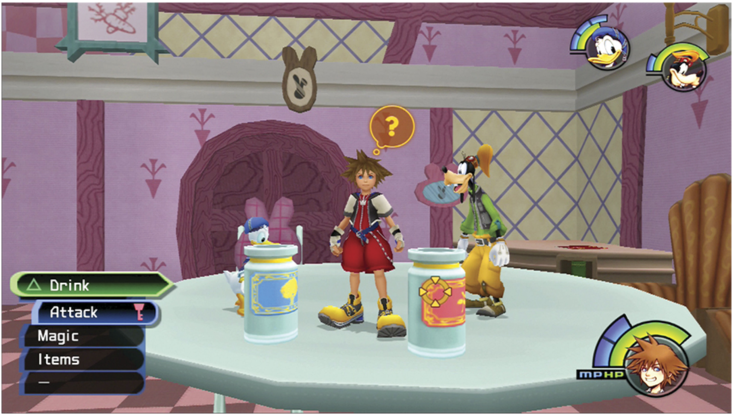

COMMAND
Attack
Magic
Items
—
MP HP

The Doorknob will explain that you must drink the medicine on the table to shrink down small enough to enter Wonderland. However, you need to move the bed first while you are big so that you can access the entrance, a hole in the corner.

Caution

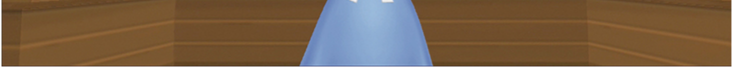
Do not shrink until you have moved the bed out of the way. You can't do it while you're small.


COMMAND
Attack
Magic
Items
—
MP HP

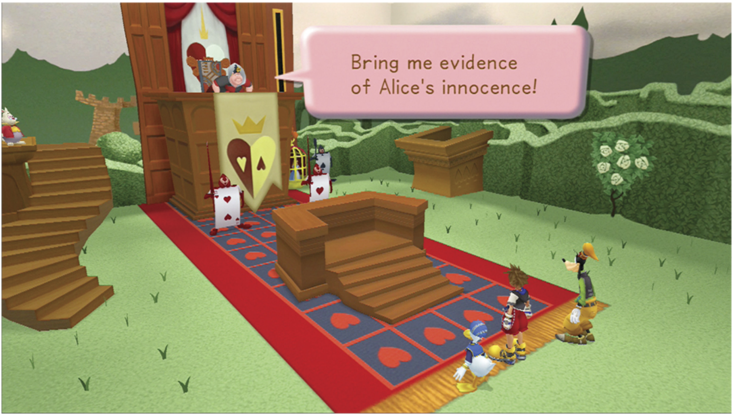

?
△ Drink
Attack
Magic
Items
—
MP HP

Drink the blue medicine to shrink down to small size. Enter through the Queen's Castle hole in the wall. On the other side, find the save point and save before continuing on to the Queen of Hearts.

Step 2: Evidence Collection



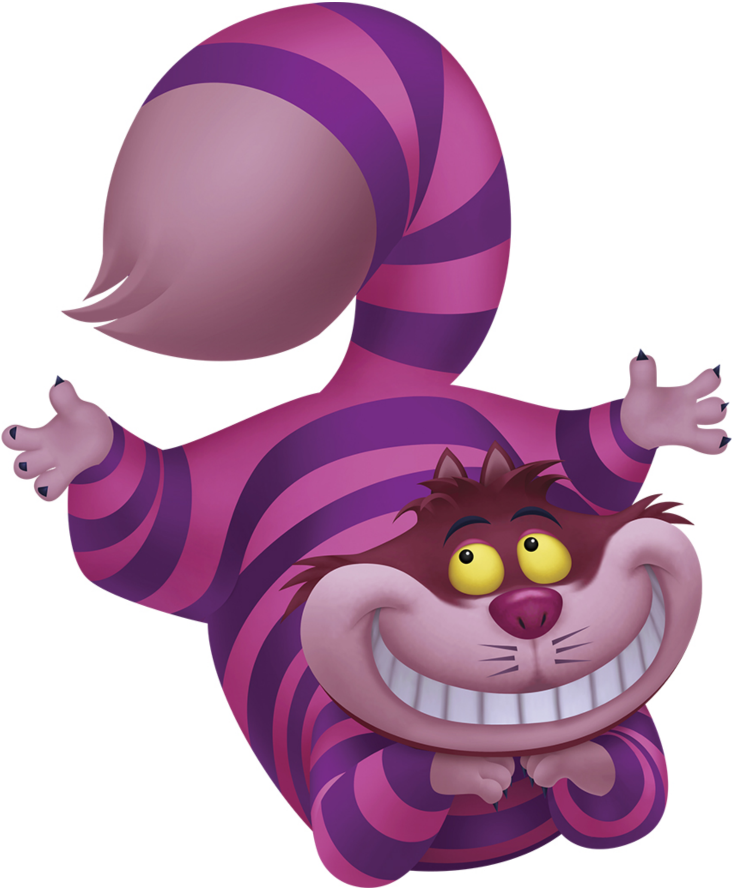
As you enter Wonderland, the Queen accuses Alice of recent problems afflicting the realm. You know better—it's the Heartless, and you can prove it given time.


Bring me evidence
of Alice's innocence!

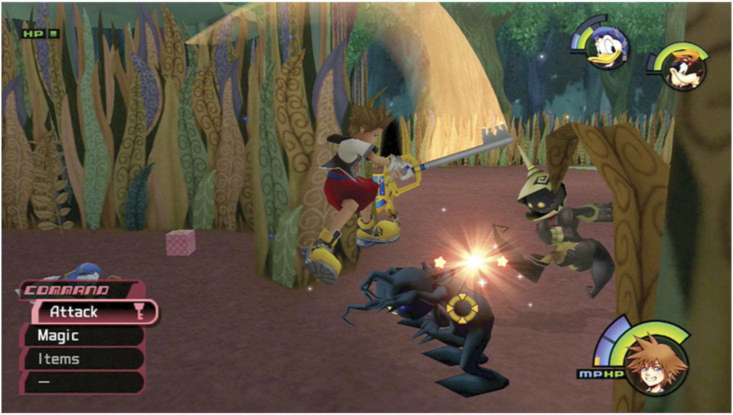
The Queen imprisons Alice and orders you to find proof of the culprits, though she still thinks it's Alice's fault. Exit the Queen's Castle and enter the Lotus Forest.

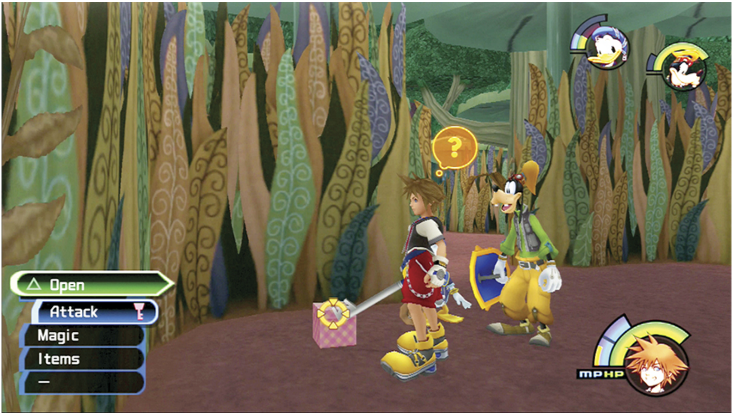
The Cheshire Cat pays you a visit in the forest. In between his cryptic riddles, the Cheshire Cat gives you some clues to recovering evidence of the Heartless in Wonderland.

Cheshire Cat



Is this enigmatic striped cat helping you in Wonderland or purposely confusing you? Always grinning, the Cheshire Cat appears and disappears when he feels like it and loves to talk in riddles. You will need to figure out his riddles to advance in Wonderland.

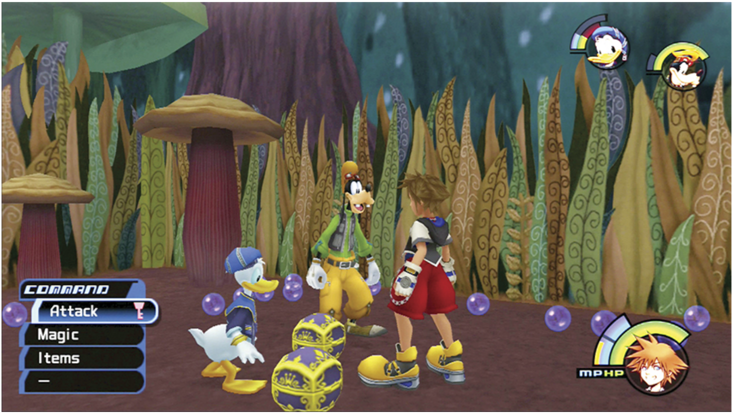

HP
COMMAND
Attack
Magic
Items
—
MP HP


?
△ Open
Attack
Magic
Items
—
MP HP

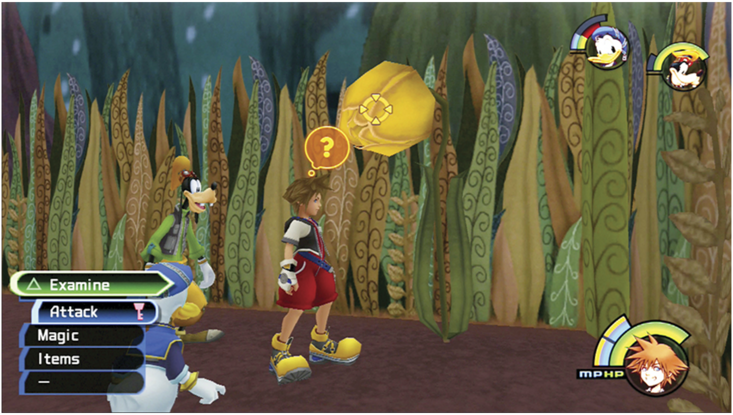
Fight through the Heartless that appear and search the small alcove to the right about midway through the forest. Open the small pink box for your first piece of evidence, the Footprints.

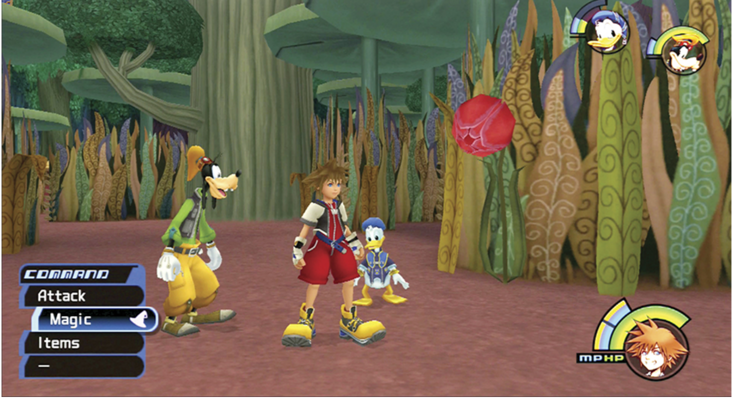
Tip

You only need one piece of evidence to return to the Queen. However, this decreases your odds of proving the Heartless are behind recent events, so if you have the time, it's wisest to find all four pieces of evidence.


COMMAND
Attack
Magic
Items
—
MP HP

Turn around and use the blue Trinity Mark near the mushrooms to let loose a shower of MP balls, plus a Potion, Ether, and Tent.


△ Examine
Attack
Magic
Items
—
MP HP

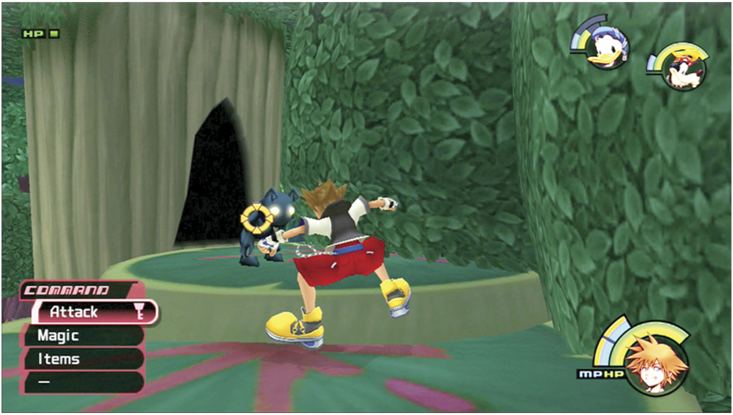

COMMAND
Attack
Magic
Items
—
MP HP

The yellow and red flowers will upgrade certain items if you "feed" them properly. Feed a Potion to the yellow flower in the area and it will spit out Hi-Potion and lots of MP balls. Feed an Ether to a red flower and it will give you a Camping Set with lots of HP balls. Remember that you have to be standing next to the flower and have it auto-targeted in order to give it the item from the Item menu.

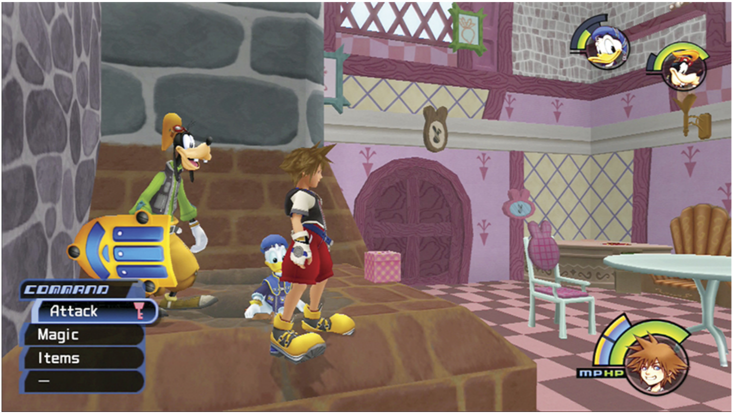
Caution

The yellow flower near the entrance doesn't upgrade items. It is the flower that makes Sora big if you feed it a Potion.

COMMAND
Attack
Magic
Items
—
MP HP

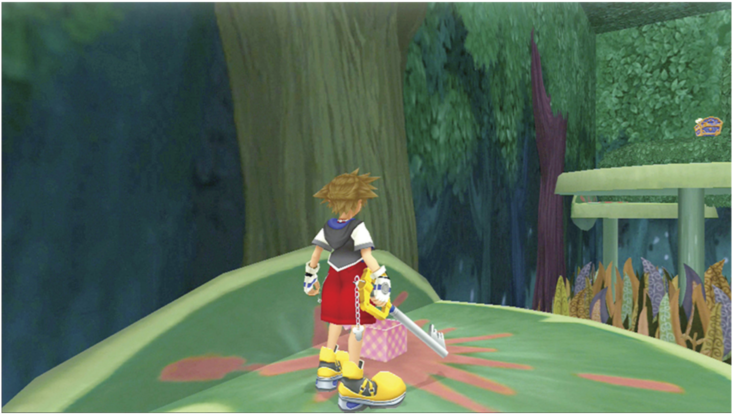

HP
COMMAND
Attack
Magic
Items
—
MP HP

Use the two mushrooms in the same area with the Footprints to reach the tree canopy overhead. Leap from tree platform to tree platform until you reach a doorway in the tree.


COMMAND
Attack
Magic
Items
—
MP HP

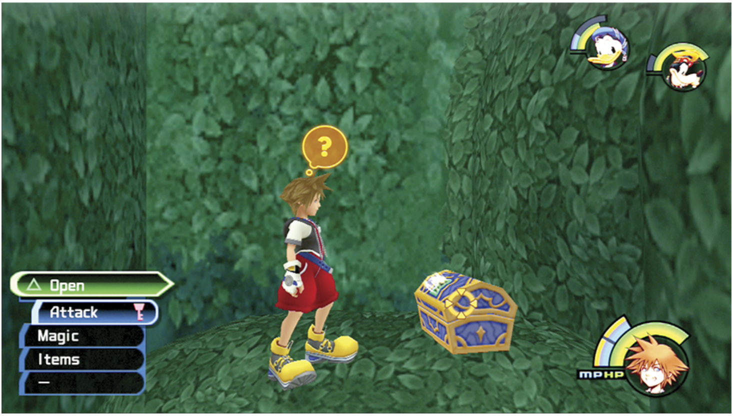
You fall through this opening and land atop the stove in the Bizarre Room. Open the pink box for your second piece of evidence, the Stench. Drop down, return to the Queen's Castle, and use the save point on your way to the Lotus Forest again.

COMMAND
Attack
Magic
Items
—
mp HP

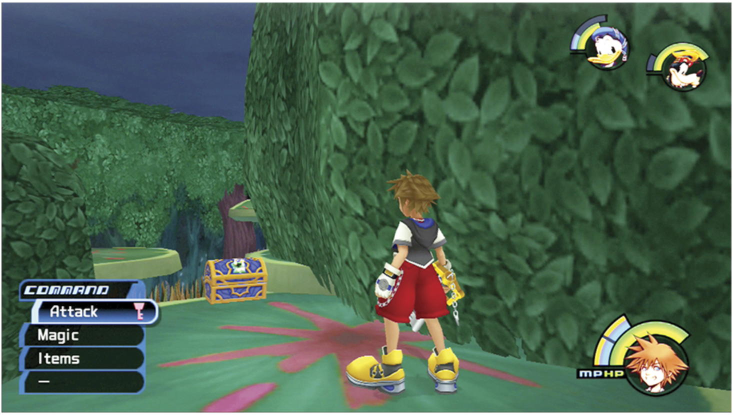


Continue to the back of the forest and find a set of three mushrooms. Jump up to the right and leap onto the first tree platform. Open the pink box for your third piece of evidence, an Antenna.

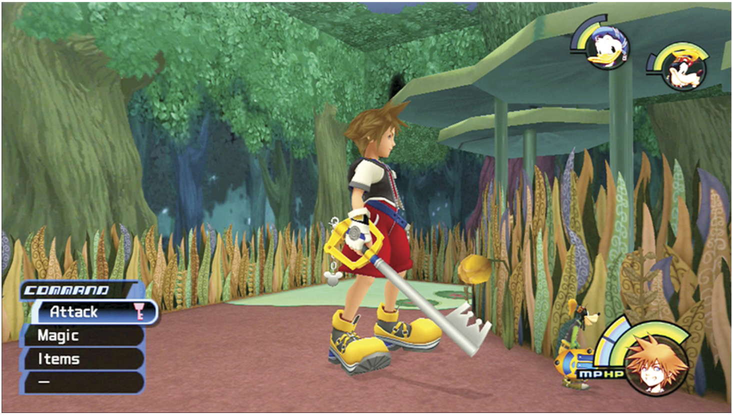
COMMAND
Attack
Magic
Items
—
MP HP

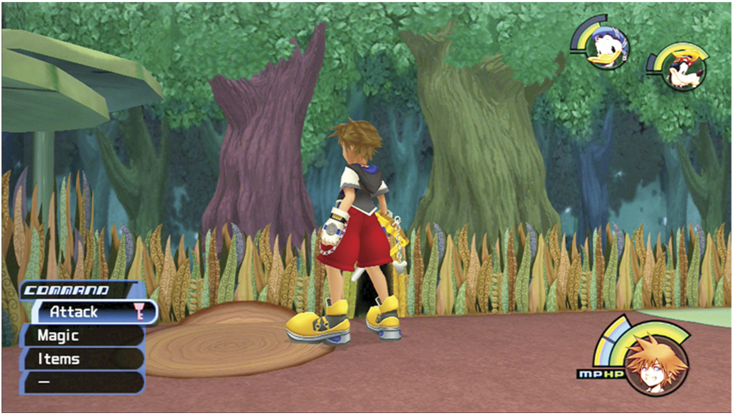

Open
Attack
Magic
Items
—
MP HP

A blue treasure chest rests on the corner tree platform, and it will take a long jump to reach it. Make a long jump off the edge of your current tree platform, and, if you extend at maximum length with an attack in the middle of your arc, you can grab the lip of the corner platform and flip up. Open the treasure chest for a Scan-G gummi block.

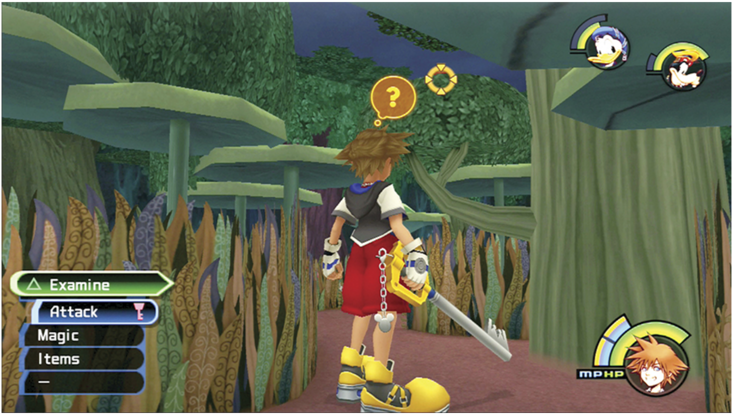

COMMAND
Attack
Magic
Items
—
MP HP

Return to the three mushrooms and jump up to the left this time. Ascend the tree platforms to the end where you'll discover another blue chest with Dalmatians 16, 17, 18.

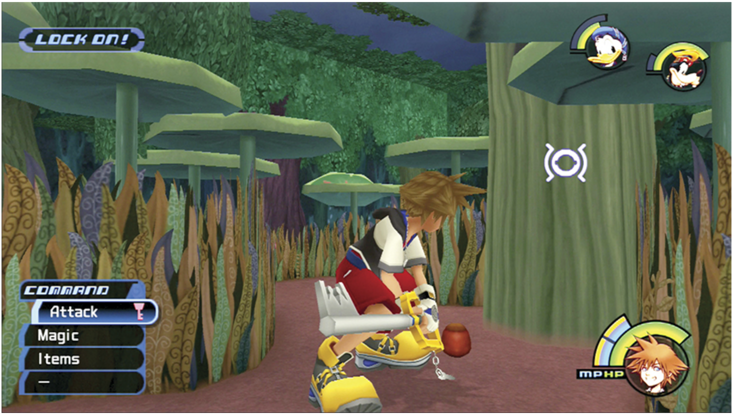

COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

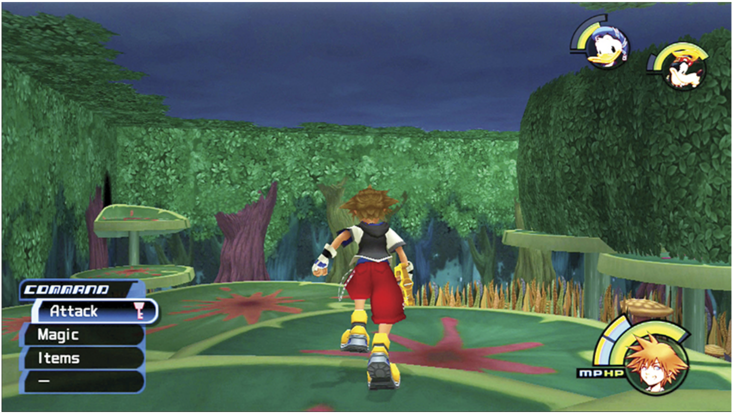
Drop down to the forest floor and give the yellow flower near the entrance a Potion. This returns you to big size. Step on the nearby tree trunk to raise a tree platform overhead.


Examine
Attack
Magic
Items
—
MP HP

Examine the seed on the tree branch high overhead. Select "Take" to drop the seed to the ground.

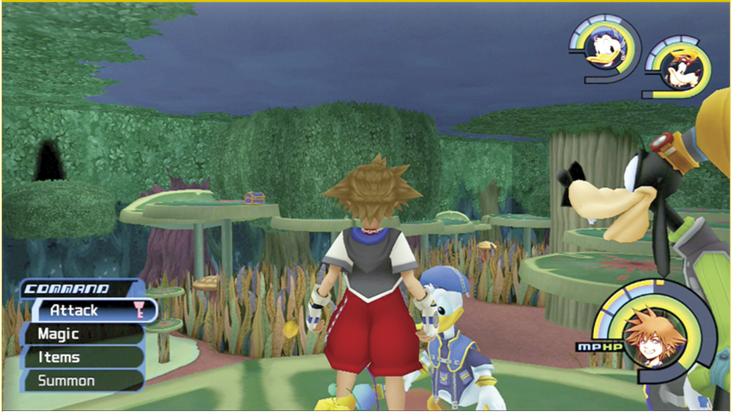

LOCK ON!
COMMAND
Attack
Magic
Items
—
MP HP

Leave the seed on the ground and target the big tree trunk in front of you. Give it a solid whack, and the whole tree will turn in a new direction. Eat the seed now to return to small size.

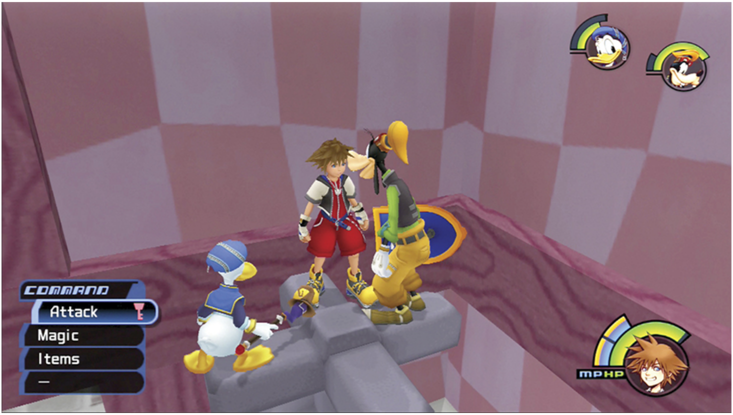

COMMAND
Attack
Magic
Items
—
MP HP

Jump up the two mushrooms to reach the tree canopy. Follow the tree platforms to a new access point to the Bizarre Room.

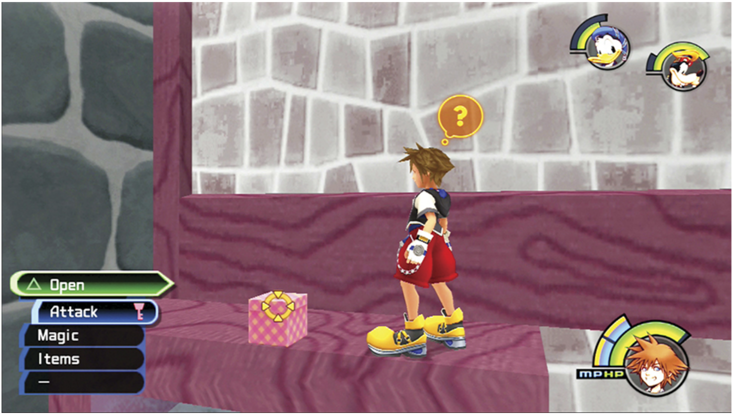
Hidden Items: Orichalcum


COMMAND
Attack
Magic
Items
Summon
MP HP

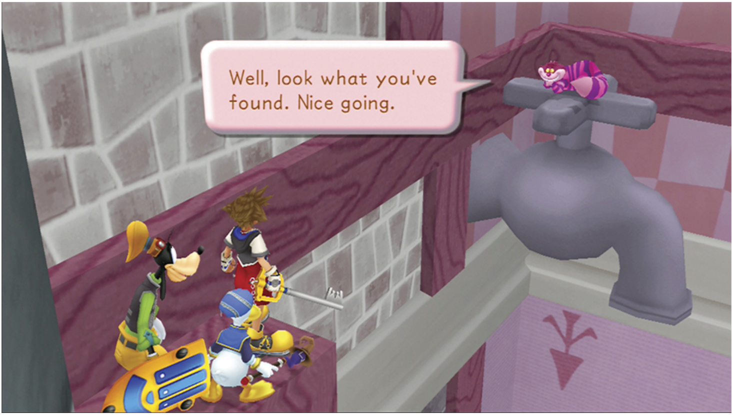
After you gain the Glide ability, return to Wonderland and enter the Lotus Forest. Climb to the top of the tree canopy and use Glide to float across the forest and reach the tree platform you couldn't reach before during your first visit to Wonderland. Open the blue chest for an Orichalcum.


COMMAND
Attack
Magic
Items
—
MP HP

You drop onto a faucet head in the Bizarre Room. Click on first-person view and turn to your right. You'll see the last pink box on a small shelf.

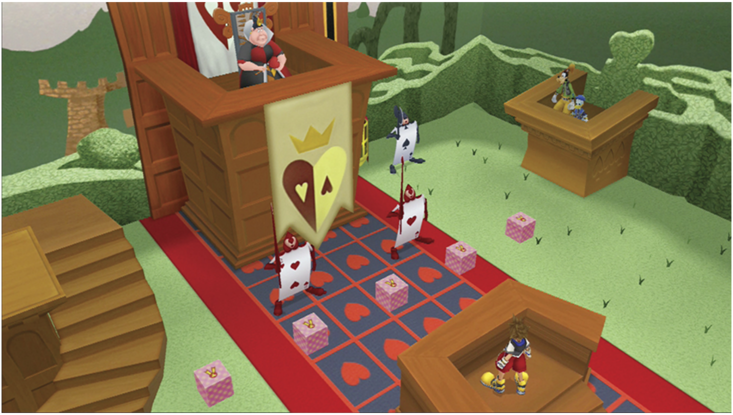

△ Open
Attack
Magic
Items
—
MP HP

Jump over toward it, grab the ledge, and flip up to open the box and uncover the final piece of evidence, the Claw Marks.

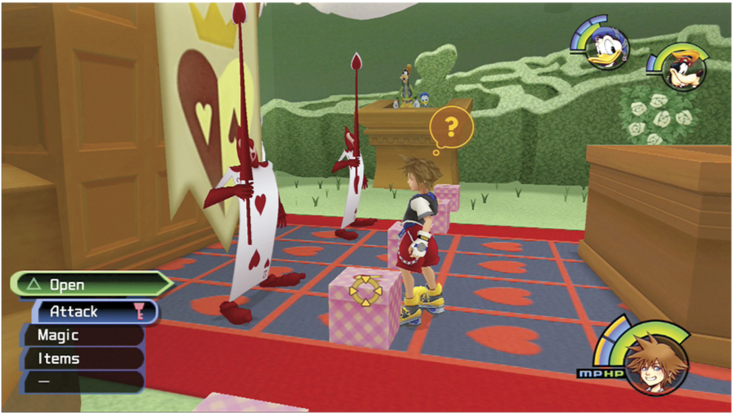

Well, look what you've found. Nice going.

You'll be happy that the Cheshire Cat appears now. The crazy cat rewards you with the Blizzard spell. Head back to the Queen with all the evidence in hand.

Step 3: The Verdict



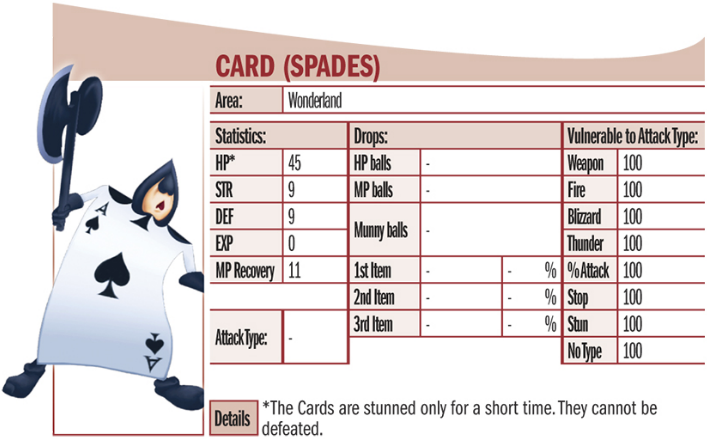
Save your game before you speak with the Heart Cards in front of the Queen to present your evidence. The Queen accepts your evidence, but decides to throw in her own evidence of Alice's guilt. If you secured all four pieces of evidence, then there will be five boxes randomly displayed in front of you (four good for you, one not good).


Open
Attack
Magic
Items
—
MP HP

The Queen asks you to pick one of the evidence boxes. You have a four out of five chance of picking correctly if you recovered all the evidence. Less, obviously, if you did not collect all the evidence. If you pick the Queen's box—whoops!—then Donald and Goofy are imprisoned for the coming boss fight against the cards and the Crank Tower. If you pick one of your evidence boxes, Donald and Goofy remain by your side; however, the Queen doesn't believe you and sends her guard after you to bring back your heads!

Tip

Free Donald and/or Goofy by striking their cell at the start of the boss fight.

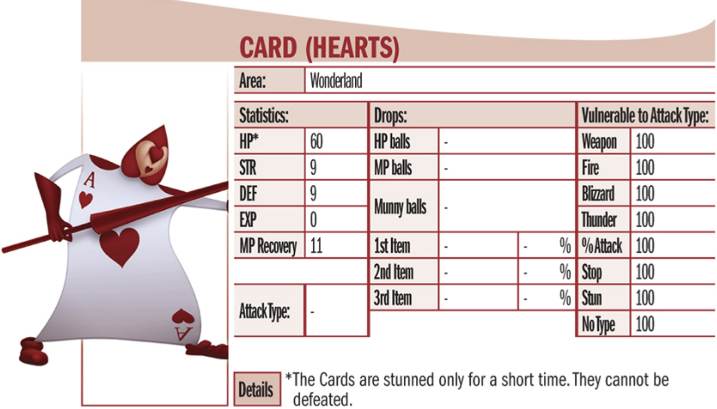


CARD (SPADES)

Area:	Wonderland

Statistics:		Drops:				Vulnerable to Attack Type:	
HP*	45	HP balls	-			Weapon	100
STR	9	MP balls	-			Fire	100
DEF	9	Munny balls	-			Blizzard	100
EXP	0					Thunder	100
MP Recovery	11	1st Item	-	-	%	%Attack	100
		2nd Item	-	-	%	Stop	100
Attack Type:	-	3rd Item	-	-	%	Stun	100
						NoType	100

Details *The Cards are stunned only for a short time. They cannot be defeated.



CARD (HEARTS)

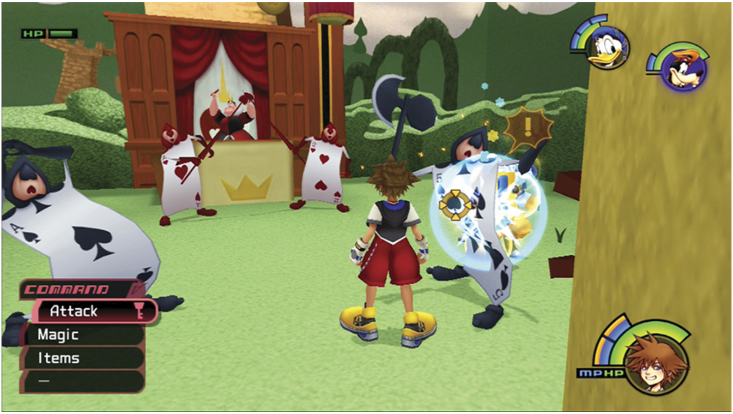
Area:	Wonderland

Statistics:		Drops:			Vulnerable to Attack Type:	
HP*	60	HP balls	-		Weapon	100
STR	9	MP balls	-		Fire	100
DEF	9	Munny balls	-		Blizzard	100
EXP	0				Thunder	100
MP Recovery	11	1st Item	-	- %	%Attack	100
		2nd Item	-	- %	Stop	100
Attack Type:	-	3rd Item	-	- %	Stun	100
					No Type	100

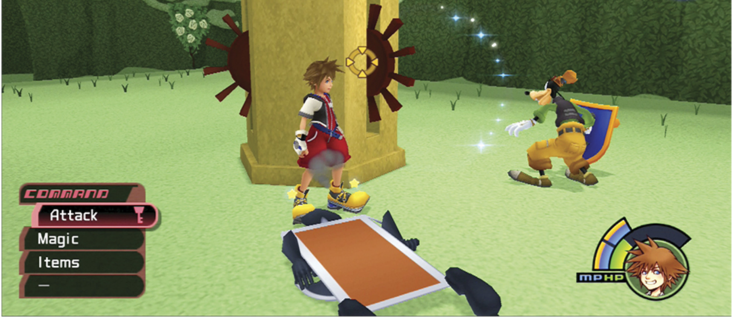
Details *The Cards are stunned only for a short time. They cannot be defeated.

Step 4: Crank Tower

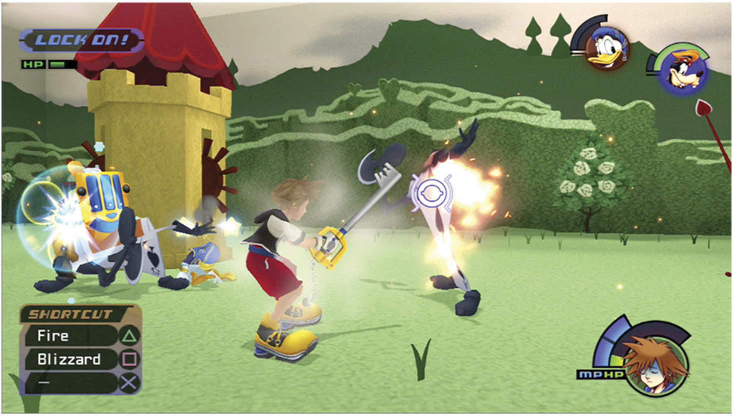
HP	Special
Strength	0
Defense	0
EXP	100


HP
COMMAND
Attack
Magic
Items
—
MP HP

The stationary Crank Tower sprouts up in the middle of the Queen's lawn at the beginning of this boss fight. The Queen sends her Heart Cards and Spade Cards after you, and you must destroy the Crank Tower to lower Alice's cage before the cards hack you to pieces.

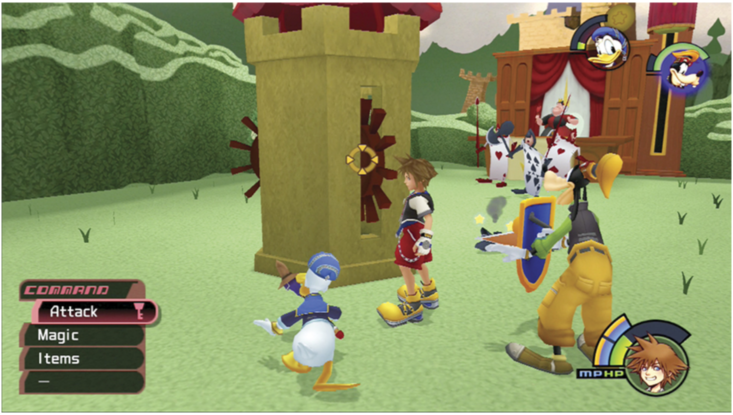

COMMAND
Attack
Magic
Items
—
MP HP

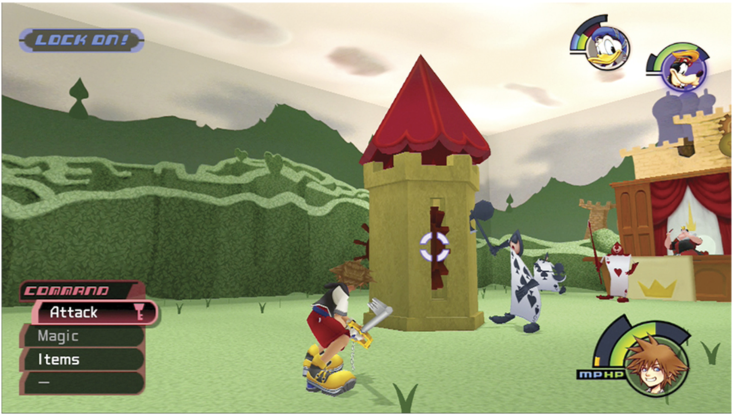
The best strategy is to let Goofy and Donald hold off the Cards as you concentrate on the Crank Tower. The Cards can't be defeated, only stunned, so you must focus on the Crank Tower at some point or you'll be overwhelmed. The Tower has three gears that you must destroy before you can dismantle the tower structure itself.


LOCK ON!
HP
SHORTCUT
Fire △
Blizzard ☐
— ╳
MP HP

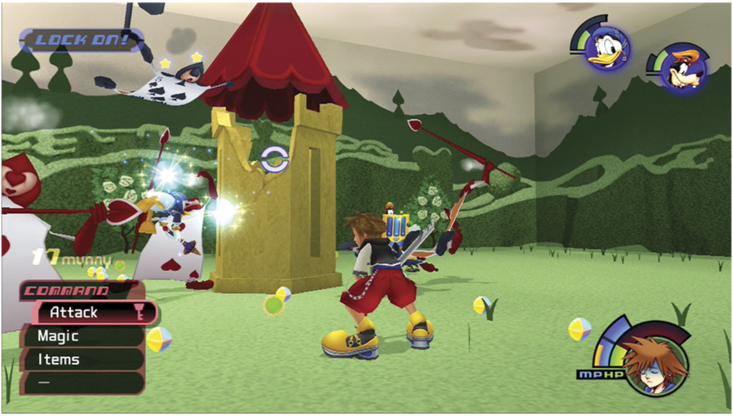
Attack
Magic
Items
—
MP HP

Don’t let the Cards surround you. Your Fire spell can delay a Card’s charge. Also, you can attack the Queen directly. One good hit will send her sprawling and stun all the red cards, giving you valuable seconds to attack the Crank Tower freely.


COMMAND
Attack
Magic
Items
—
MP HP

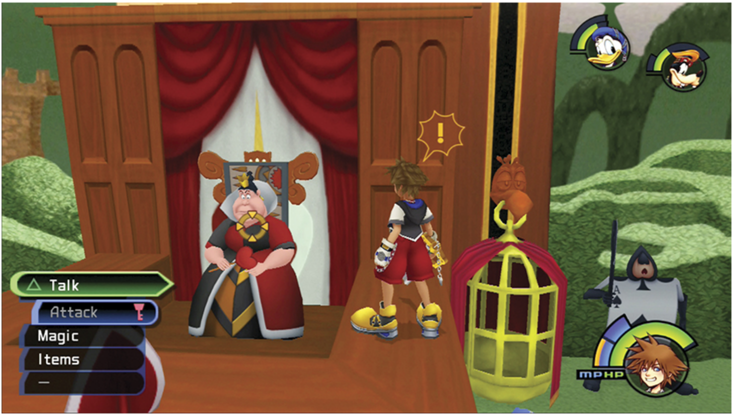

LOCK ON!
COMMAND
Attack
Magic
Items
—
MP HP

Regroup with Goofy and Donald for protection if your hit points get low. You may to use several Potions during the fight to hang in there long enough to bash the tower down.


LOCK ON!
17 munny
COMMAND
Attack
Magic
Items
—
MP HP

After the gears are destroyed, you can chip away at the Crank Tower base. When you put a large crack in it, munny balls and HP balls spill out. Circle the Tower quickly to gain health and increase your bank account. A few more whacks later and the Crank Tower explodes.

Step 5: After Alice

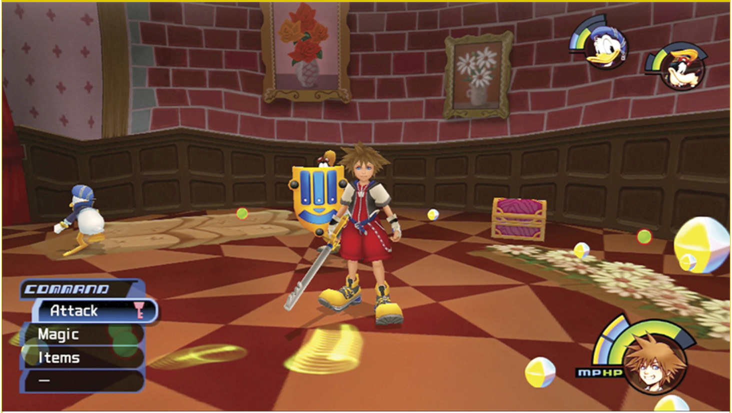

△ Talk
Attack
Magic
Items
—
MP HP

Despite beating the Queen's guard and smashing the Crank Tower, Alice is gone when the cage lowers. Head back into the Lotus Forest looking for her.

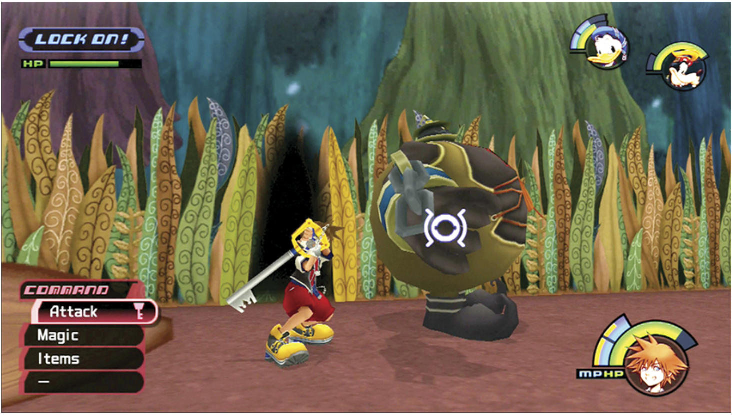
Alice

This daydreaming English girl is wrongfully accused of stealing the royal heart, and it's up to your party to prove otherwise. You follow Alice throughout Wonderland, and she will play an important role outside of Wonderland too.

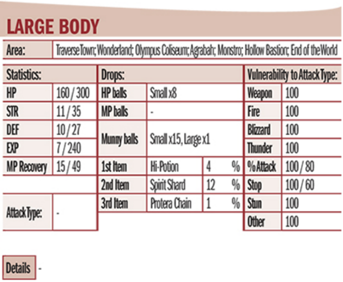
Hidden Items: Mega-Potion & Megalixir


COMMAND
Attack
Magic
Items
—
MP HP

After you destroy the Crank Tower, return to the Rabbit Hole for an additional reward. When you enter the area, waves of Heartless opponents will assault you. Battle through them all and a chest will drop. Open the chest for a Mega-Potion. Later, after you lock Hollow Bastion, return for a repeat encounter, this time for a Megalixir.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
—
MP HP

The Cheshire Cat gives you another message, and it moves the boulder blocking the rear exit. Battle the Heartless in the area, including the new Large Body opponents. At first Large Bodies will present a problem for you; they will deflect attacks from the front and counterstrike with a damaging belly smash. Once you get the knack of attacking from behind or leap up and striking the head, you can take down these large brutes without too much pain.

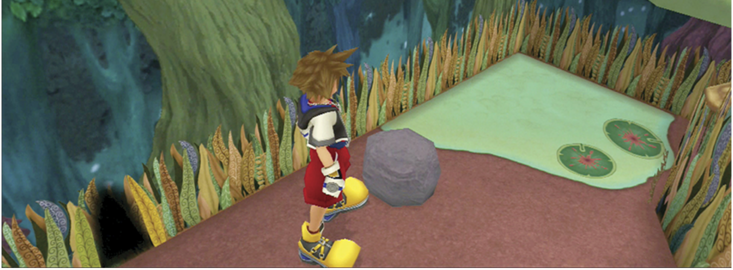


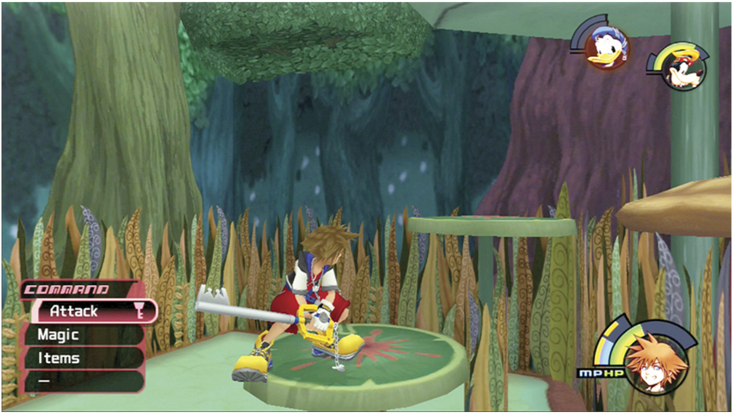
LARGE BODY

Area:	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Hollow Bastion; End of the World

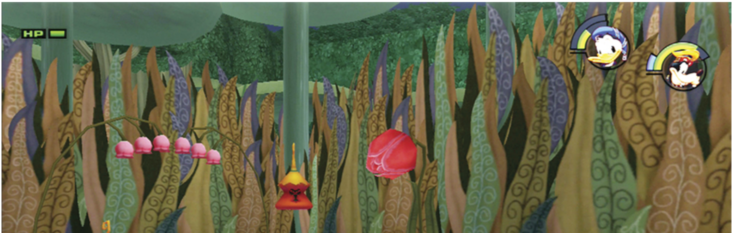
Statistics:		Drops:			Vulnerability to Attack Type:	
HP	160 / 300	HP balls	Small x8		Weapon	100
STR	11 / 35	MP balls	-		Fire	100
DEF	10 / 27	Munny balls	Small x15, Large x1		Blizzard	100
EXP	7 / 240				Thunder	100
MP Recovery	15 / 49	1st Item	Hi-Potion	4 %	% Attack	100 / 80
		2nd Item	Spirit Shard	12 %	Stop	100 / 60
Attack Type:	-	3rd Item	Protera Chain	1 %	Stun	100
					Other	100

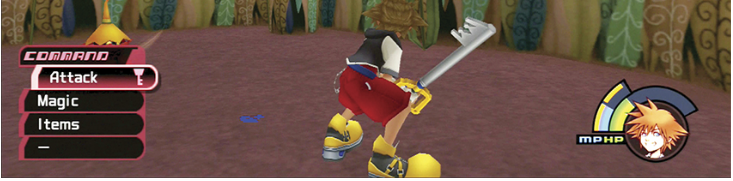
Details -




COMMAND
Attack
Magic
Items
—
MP HP

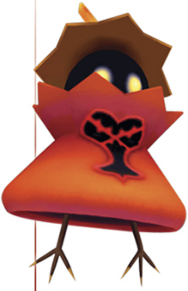
Use the yellow flower near the entrance to grow big and slide the boulder into the pond. Two lily pads rise out of the pond and create steps to reach a hidden area. Before you can jump up the lily pads, hit the tree to turn it and reveal the seed high up in the canopy. Eat the seed to shrink down in size.




COMMAND
Attack
Magic
Items
—
MP HP

The small enclosed area holds a red flower and a blue Trinity Mark. Feed the red flower a Potion to upgrade to a Mega-Potion.

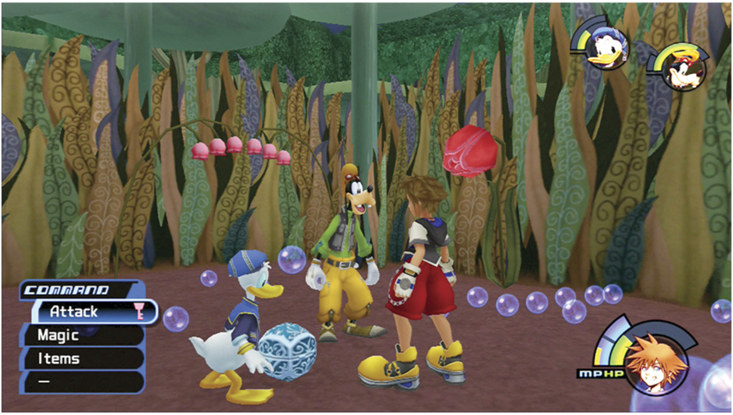
RED NOCTURNE



Area:	Traverse Town; Wonderland; Olympus Coliseum; Monstro; Hollow Bastion; End of the World

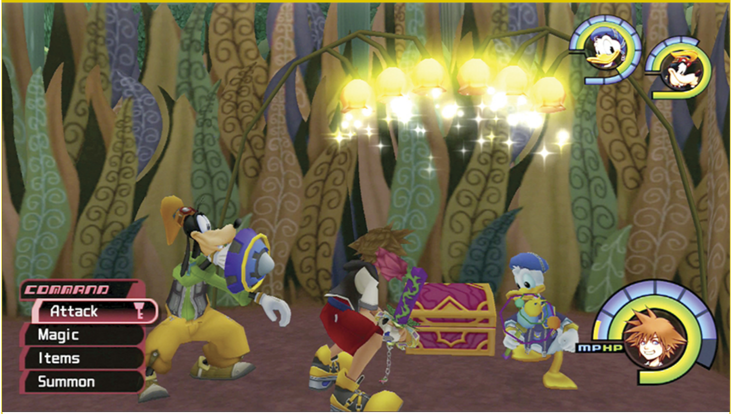
Statistics:		**Drops:**				**Vulnerability to Attack Type:**	
HP	24 / 60	**HP balls**	-			**Weapon**	100
STR	9 / 35	**MP balls**	Small x4			**Fire**	0
DEF	9 / 27	**Munny balls**	Small x1			**Blizzard**	100
EXP	1 / 60					**Thunder**	50
MP Recovery	6 / 43	**1st Item**	Ether	1	%	**%Attack**	100 / 80
		2nd Item	Blaze Shard	6	%	**Stop**	100 / 60
Attack Type:	Fire	**3rd Item**	Fira Ring	0.5	%	**Stun**	100
						Other	100

Details -

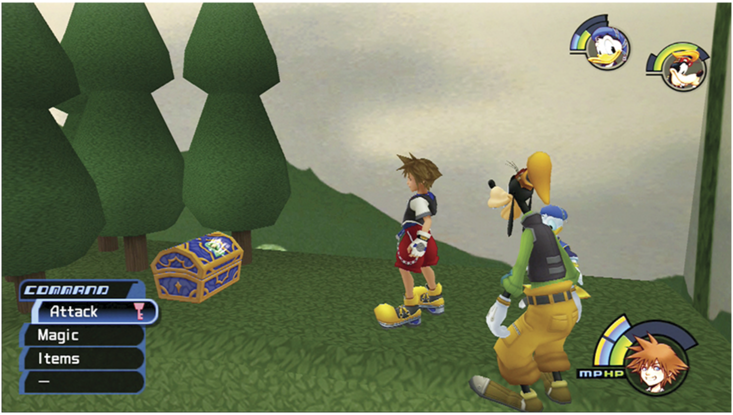

COMMAND
Attack
Magic
Items
—
MP HP

Trigger the blue Trinity Mark for MP balls and a Camping Set. The rack of roses in the area will say “Shock Me” if you hit them, but they will have to wait until later, after you earn Thunder magic.

Hidden Item: Thundara-G

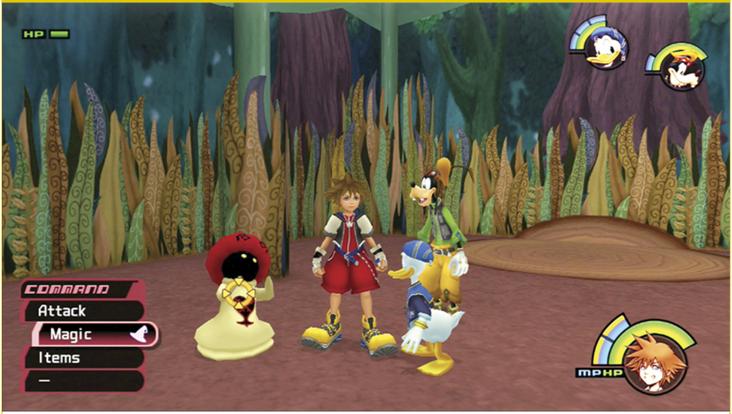

COMMAND
Attack
Magic
Items
Summon
MP HP

Once you have the Thunder spell, or any variation of it, enter the Lotus Forest and use the lily pads to reach the hidden area. Cast Thunder on the rose rack. It will glow and release a chest with a Thundara-G in it.

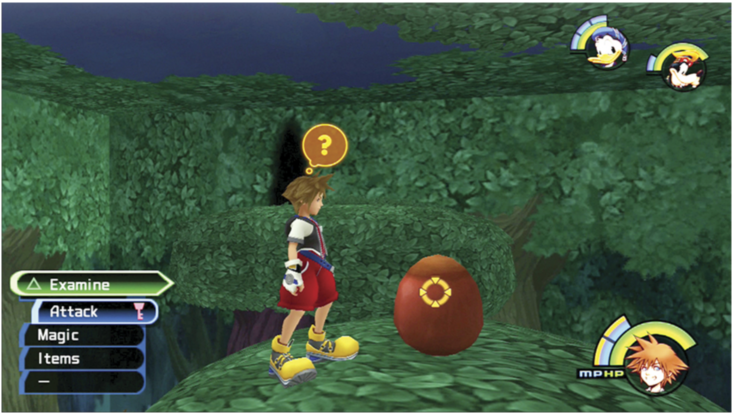

COMMAND
Attack
Magic
Items
—
MP HP

Exit the secluded area to the Queen’s Castle. You emerge on the hedges opposite the save point. Open the nearby blue chest for Dalmatians 13, 14, 15. Drop down and save before returning to the Lotus Forest.

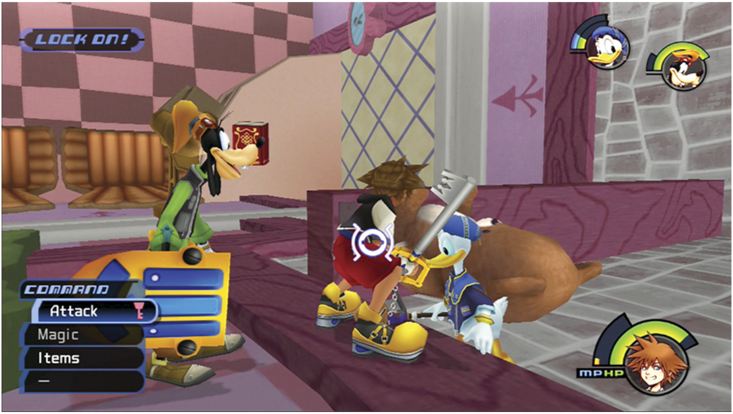
White Mushrooms


HP
COMMAND
Attack
Magic
Items
—
MP HP

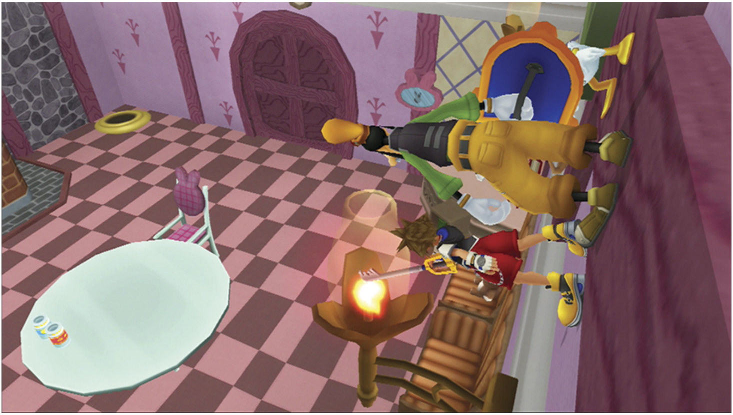
White Mushrooms are friendly, so there's no reason to attack them. In fact, if you play spell games with them, they will actually reward you with some nifty items. White Mushrooms love charades and will act out gestures for you to figure out. Cast the correct spell on them to match the gesture and the White Mushroom will continue playing. Cast three correct spells of the same type on the White Mushroom, and the creature rewards you. For example, if a White Mushroom is shuddering, cast your Fire spell on it. Three successes nets you a Fire Arts item. Collect all seven Arts items and take them to Merlin at the Magician's Study in Traverse Town for Goofy's Dream Shield. See the "Mushrooms" chapter later in the guide for the complete rundown.

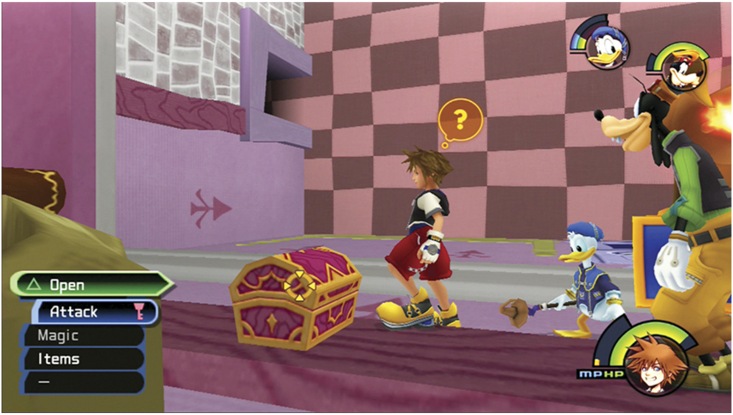

?
△ Examine
Attack
Magic
Items
—
MP HP

Use the yellow flower to grow big and strike the main tree to rotate its trunk. Grab the seed up high and eat it to shrink again. Jump up the mushroom stools in the back of the forest. Cross the acorn platform and jump to exit high in the back wall.

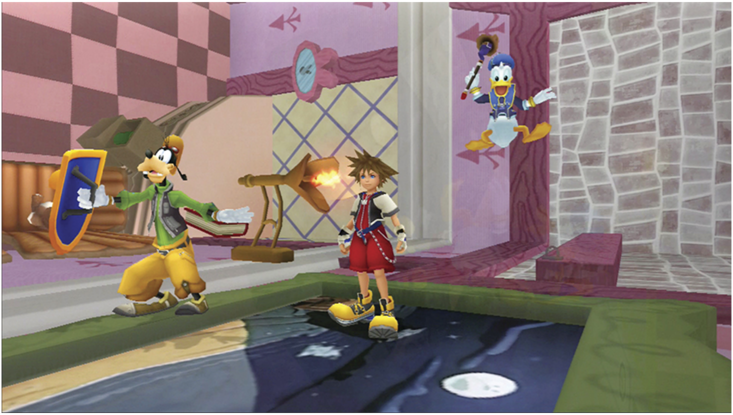

LOCK ON!
COMMAND
Attack
Magic
Items
—
MP HP

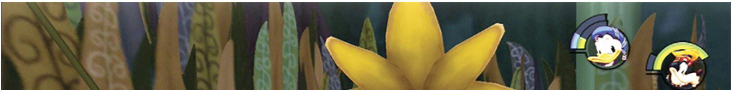
You're back inside the Bizarre Room, only this time it's turned on its side. Cross the wall with the two lamps and look for a shelf with a teddy bear. Smash the shelf's latch to drop the bear into the chair below. The book that was once a drawing in the room now becomes a real book, which will be useful later when you return to the normal Bizarre Room.

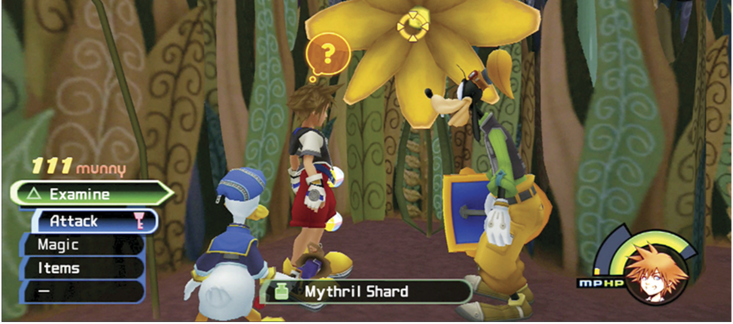



Open
Attack
Magic
Items
—
mp HP

Light the lamp closest to the lion's head mask. A chest will spit out of the mouth. Open the chest for a Defense Up.



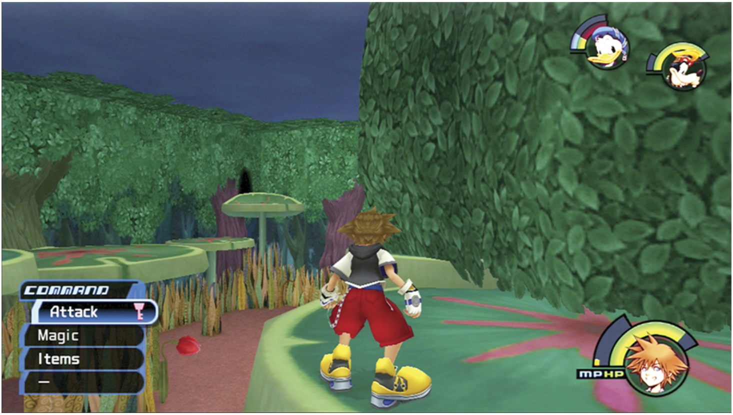



111 munny
Examine
Attack
Magic
Items
—
Mythril Shard
MP HP

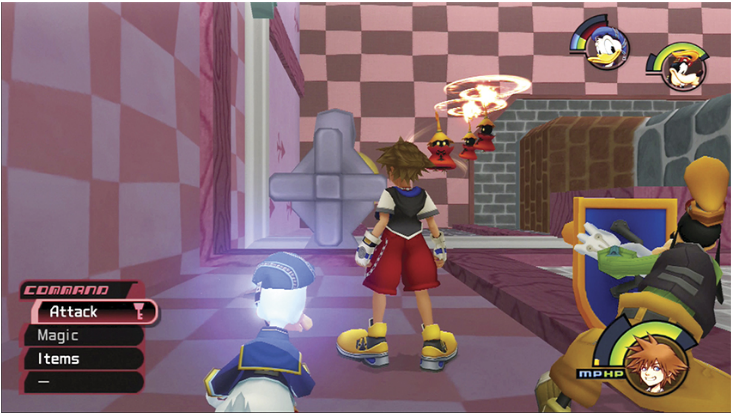
Light the second lamp to turn the nearby blank canvas into a painted scene. Examine the painting to teleport to a hidden area in the Lotus Forest. Feed an Elixir to the left flower in the area to receive a Mythril Shard and some munny. Feed a Potion to the second flower to upgrade it to a Hi-Potion and drop some MP balls. Another rack of roses can be used here later once you become more proficient with your spells. Jump in the small mound to return to the Bizarre Room, then exit through the bookshelf hole back into the Lotus Forest.

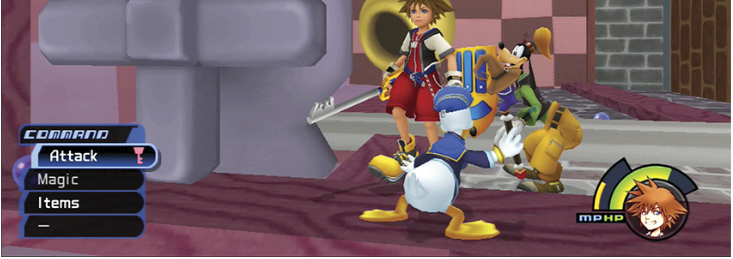
Hidden Items: Lady Luck & Thundara-G

Return to the Bizarre Room once you have the Thunder spell. On the wall where you lit the lamp and jumped through the painting, enter the secret area and use your Thunder spell on the rack of roses. Pull a Thundara-G out of the chest. If you are able, activate the white Trinity Mark to gain the Lady Luck key chain.

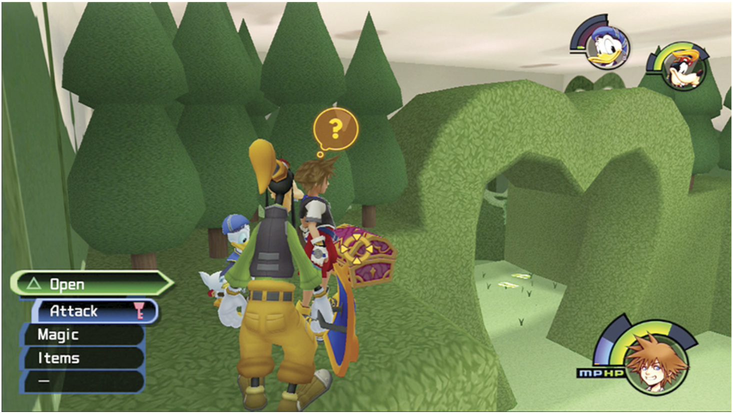

COMMAND
Attack
Magic
Items
—
MP HP

Climb up to the treetops and take the exit above and to the left of the original entrance from the Queen's Castle.

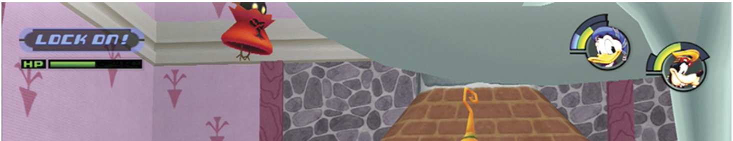

COMMAND
Attack
Magic
Items
—
MP HP

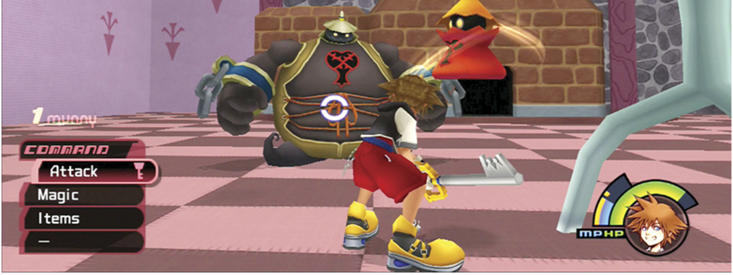

COMMAND
Attack
Magic
Items
—
MP HP

You appear in the Bizarre Room above the water faucet. Dispatch the Heartless in your way and turn the faucet to pour water. The water transforms the drawing of a bucket into an exit.

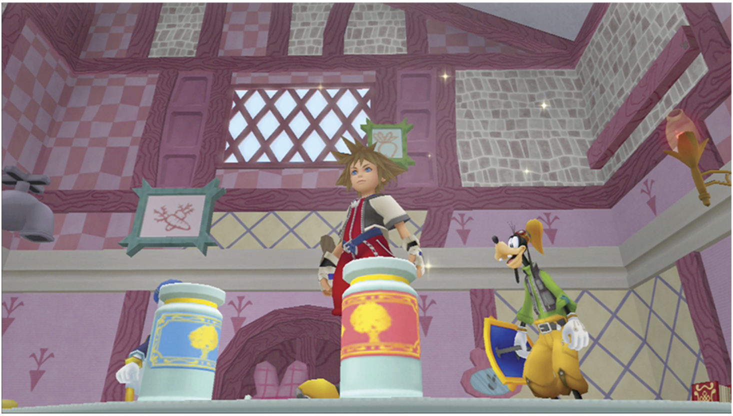

?
△ Open
Attack
Magic
Items
—
MP HP

Jump into the bucket to teleport to the top of the hedges once again in the Queen's Castle. Open the chest at the corner for a Meteor-G.

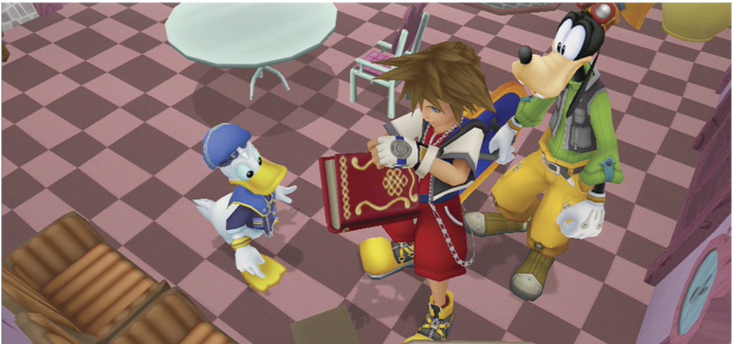


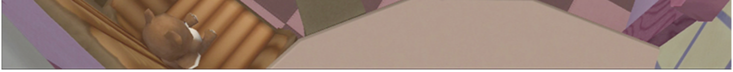

1 munny
COMMAND
Attack
Magic
Items
—
MP HP

Return to the Bizarre Room through the first doorway by the save point. Clear the Heartless out of the room so that you can reach the table unimpeded.

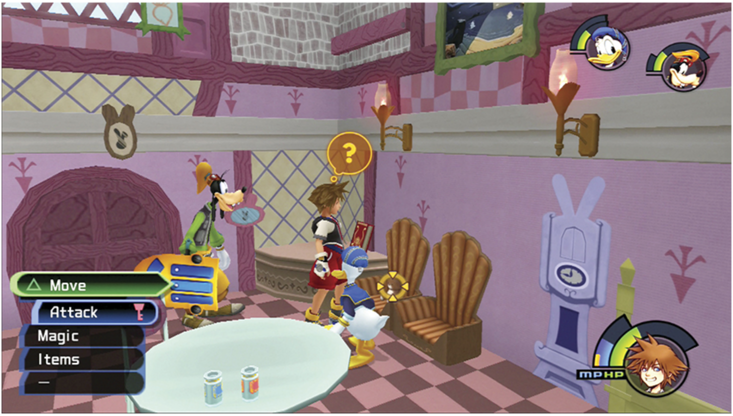


Drink the medicine on the table to return to big size.

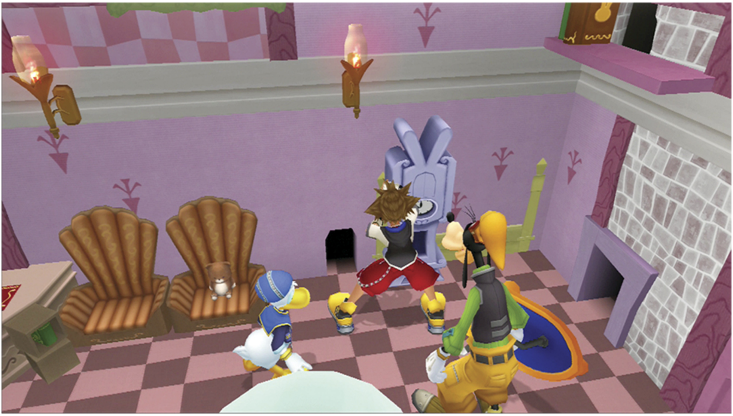




Walk over to the corner and read the book that you made real before. This gives you another Mythril Shard.

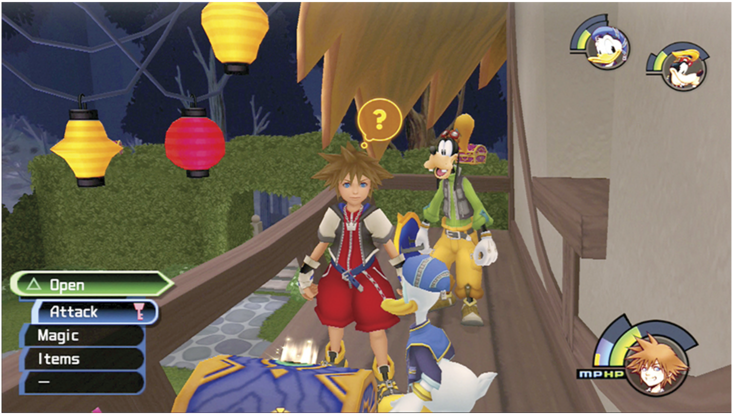

Move
Attack
Magic
Items
—
MP HP

Pick up the teddy bear and place it in the adjacent chair. The clock on the wall becomes three-dimensional.



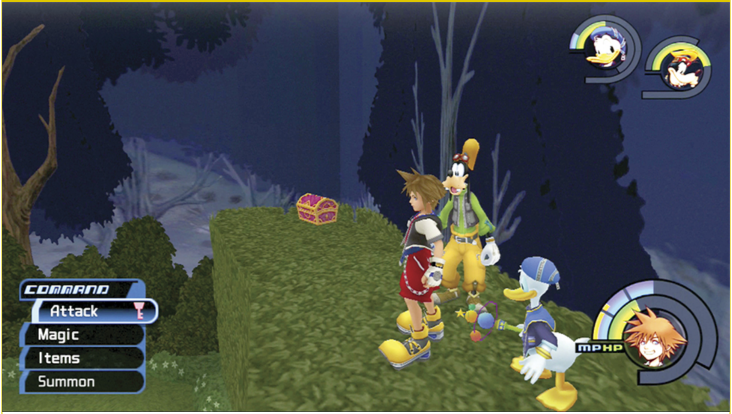
Slide the clock to the side to reveal a secret entrance into the Tea Party Garden.

Step 6: Tea Time

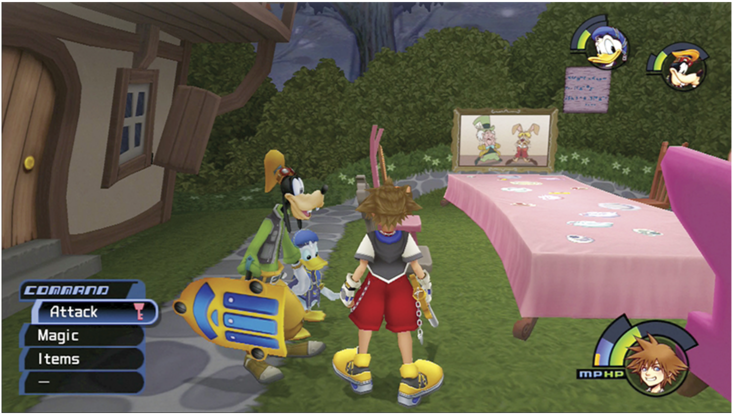

△ Open
Attack
Magic
Items
—
MP HP

You arrive on a balcony overlooking the tea party. Before you jump down, open the blue chest for Dark Matter.

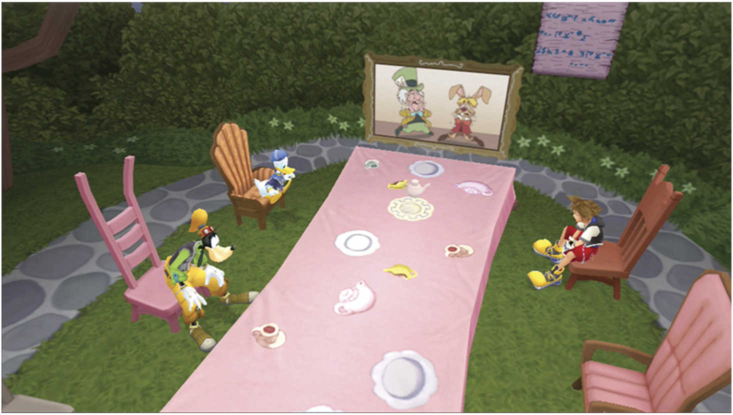
Hidden Items: Flare-G, Mythril, & Dalmatians 19, 20, 21


COMMAND
Attack
Magic
Items
Summon
MP HP

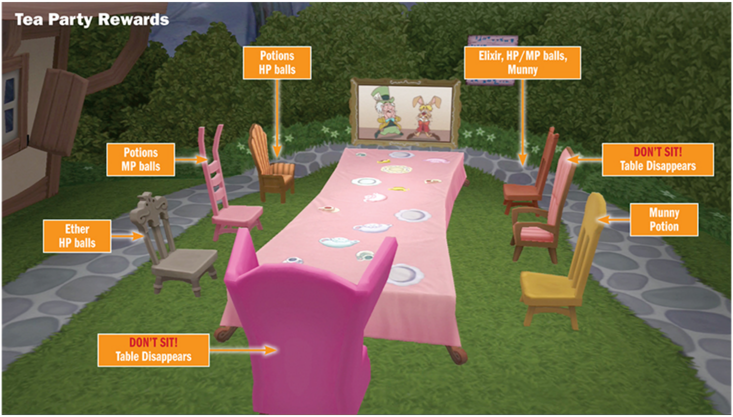
Once you have the Glide ability, return to Wonderland and fly over to the platform where you gained the hidden Orichalcum. Use the entrance in the corner to the Tea Party Garden. This deposits you on a ledge with two chests, one with a Flare-G and one with Dalmatians 19, 20, 21. Glide from the highest part of the platform to the far side and land on the ledge. Open the chest there for a Mythril.

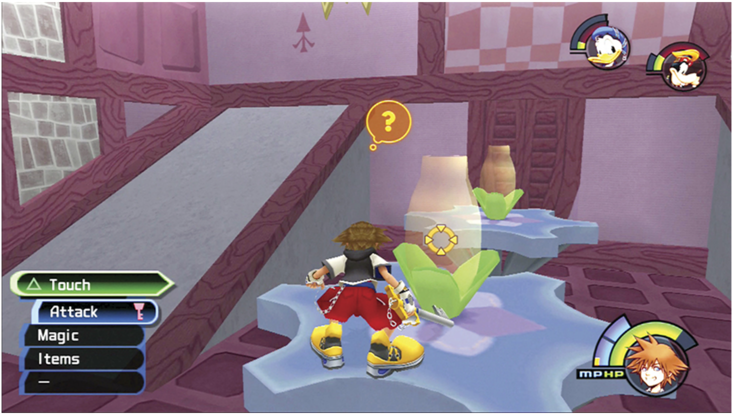

COMMAND
Attack
Magic
Items
—
MP HP

Hop over the railing to reach the tea party table. Read the sign on the garden wall twice to activate the area. You can sit at any of the chairs around the table.

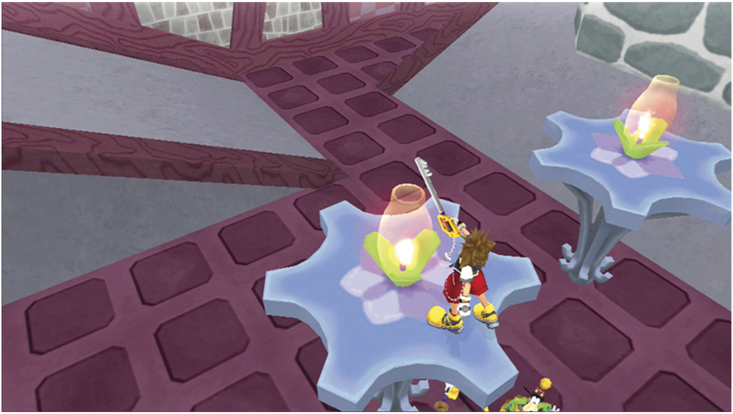


Most will give you rewards; however, two are trapped and will cause the table to disappear and Heartless to materialize. If this happens, you must leave the room and return to reset the table. See the "Tea Party Rewards" for a diagram on where and where not to sit.

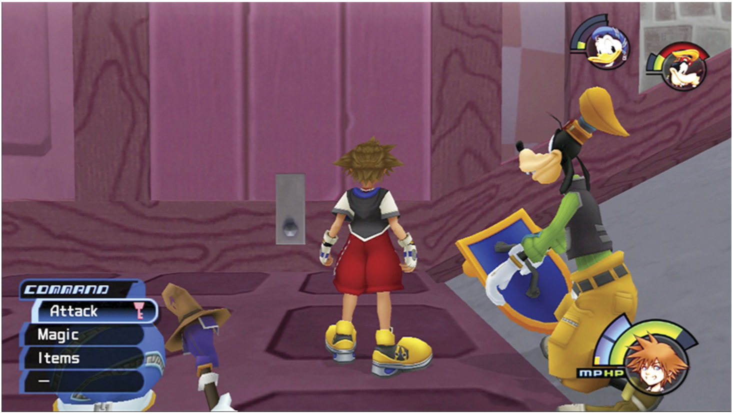

Tea Party Rewards
Potions
HP balls
Elixir, HP/MP balls,
Munny
Potions
MP balls
DON'T SIT!
Table Disappears
Ether
HP balls
Munny
Potion
DON'T SIT!
Table Disappears


Touch
Attack
Magic
Items
—
MP HP

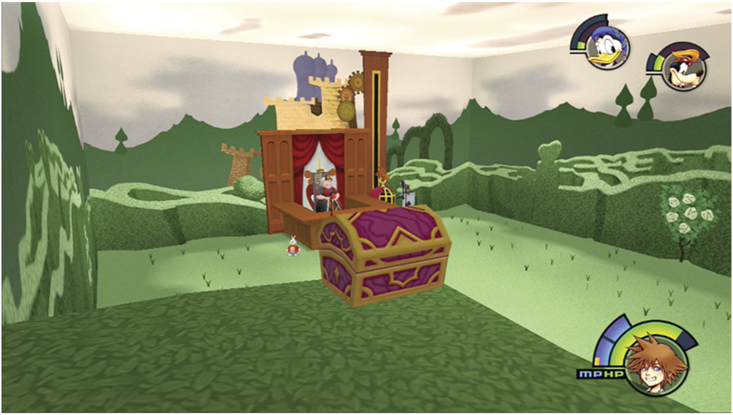
Enter the house next to the tea party when you're ready to continue. This entrance takes you to the Bizarre Room's ceiling. Rip through the Heartless in the room, then make your way up the chimney until you overlook the two lamps. Jump across to the first lamp and light it.



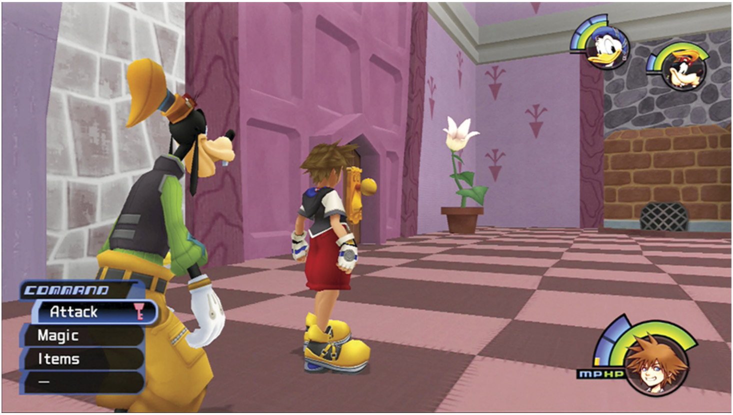
Jump over to the second lamp and light it. The Cheshire Cat appears to offer more clues to your adventures in Wonderland.


COMMAND
Attack
Magic
Items
—
MP HP

Drop down from the lamps and look for a small gray latch on the "floor." Release the latch to open a door. Jump through to reach the Queen's Castle.

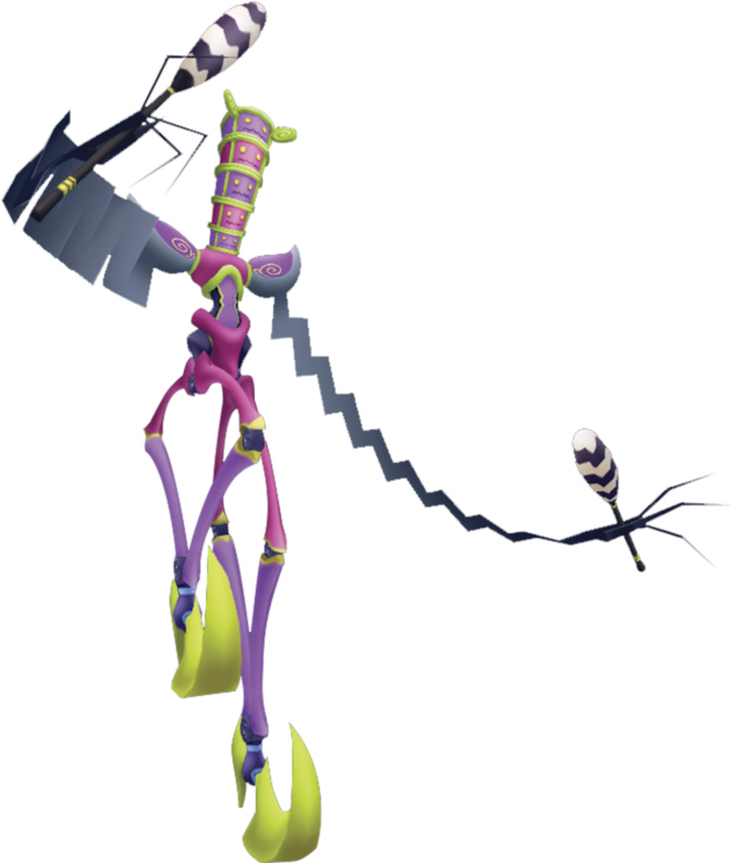


You're up on the hedges again. Before dropping down, open the chest in the bottom corner to receive a Thundara-G.

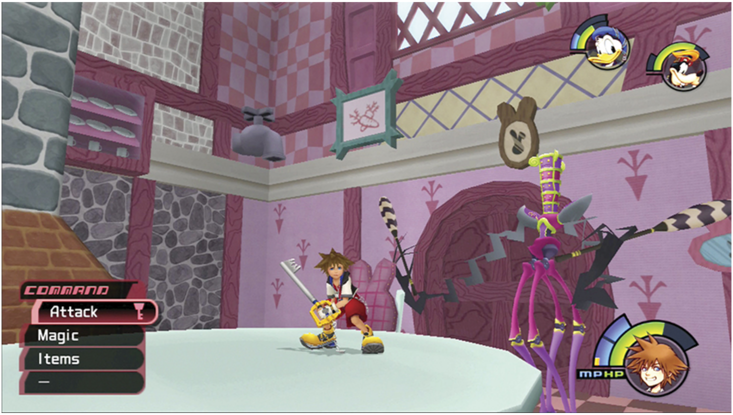

COMMAND
Attack
Magic
Items
—
mp HP

Return to the normal Bizarre Room. A flower has sprouted up in the far corner. Examine the flower for a Mythril Shard, two Potions, and lots of HP balls. Make sure you save at the save point in the Queen's Castle before you speak with the Cheshire Cat on the table and trigger the final boss fight.

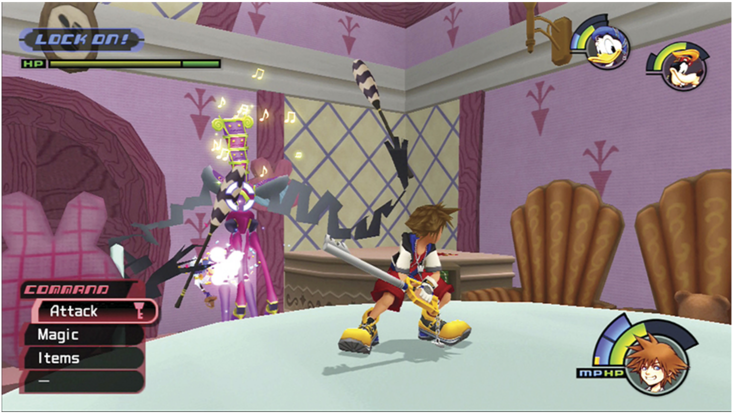
Step 7: Trickmaster

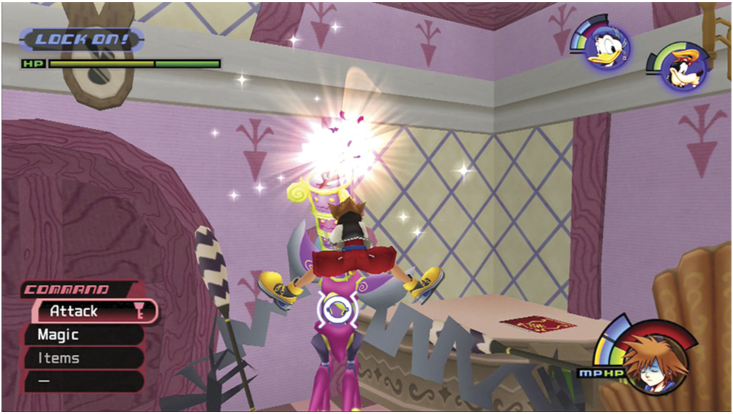


HP	600
Strength	9
Defense	9
EXP	150

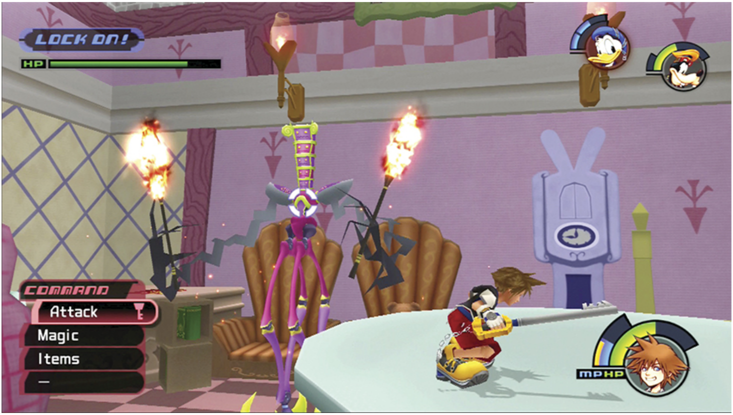

COMMAND
Attack
Magic
Items
—
MP HP

The towering Trickmaster takes you on only if you're at small size. With a serious height advantage, the boss can knock you around the room easily if you let it. Don't get caught out in the open; position the table between you and the Trickmaster any time you need a break.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
—
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
—
MP HP

It's best to use physical attacks against the Trickmaster, and never use Fire magic—that will set the Trickmaster's juggling stick ablaze for extra damage against you! Lock on to the Trickmaster's torso, leap off the table, and launch a combo attack on your rapid descent to the floor. Repeat any time the Trickmaster comes in range of the table.


LOCK ON!
HP
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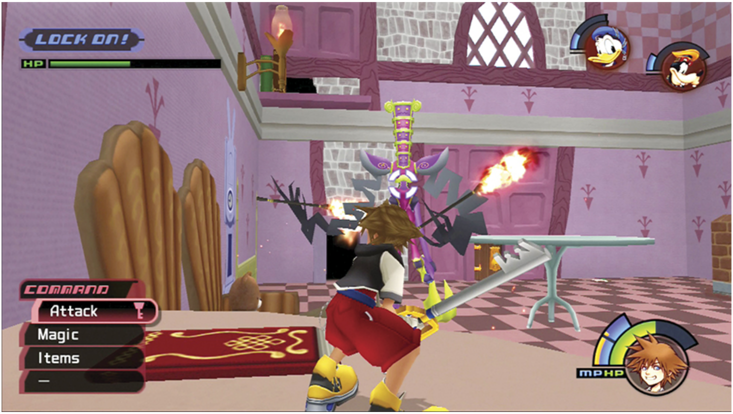
Even if you don't set the Trickmaster's juggling sticks on fire, it will find the stove eventually. Once lit, the sticks deal more damage and the Trickmaster can shoot fireballs at you from across the room. When this happens, duck in close so it can't throw fire and avoid its hyperactive feet. If your physical attacks deal enough damage, the Trickmaster will bend over and become vulnerable for a few seconds. You can target the juggling sticks here and extinguish them with Blizzard, or just wallop the creature while it's down.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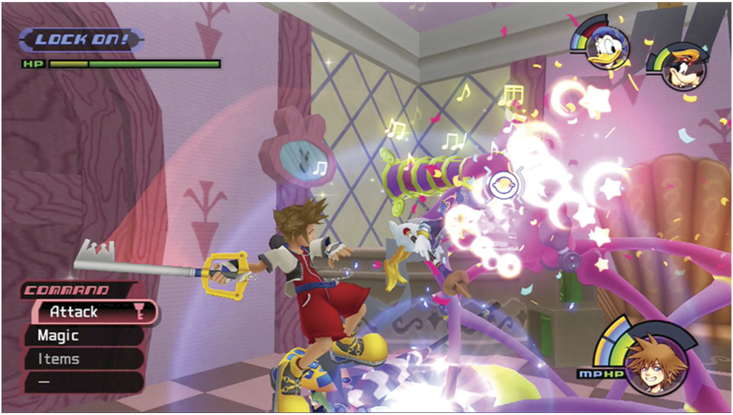
The Trickmaster has five stacked heads, and each one will release HP balls when destroyed. Gather as many as you can to recharge back to full, and leave the remainder for Goofy and Donald to heal up. Unfortunately, the Trickmaster will destroy the chair and table during the battle (though they reappear shortly). If you can't attack from the table, head to the book table in the corner, which can serve as a launch pad for attacks if you can draw the boss over to you.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MP HP

Eventually, you will stack on enough damage to destroy all the Trickmaster's heads. Rejoice in another victory and claim your prize—the Ifrit's Horn.

Essential Upgrade: Ifrit's Horn

AP +1

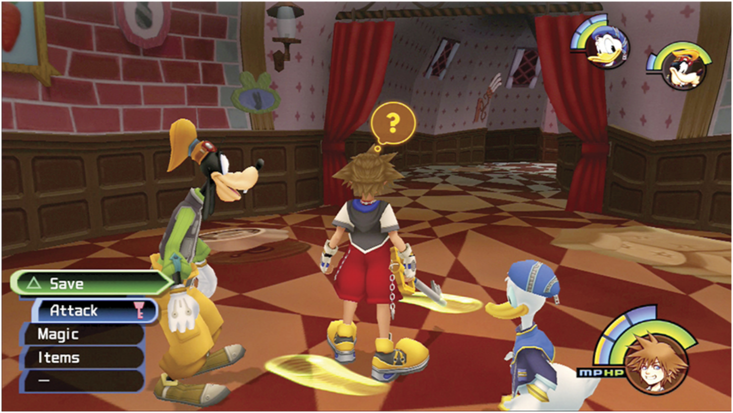
DEF +1

-20% Fire Damage

Because it's early, this is another instant-equip for Sora, since it will likely be an upgrade to any equipment you may have bought in Traverse Town. Against fire-slingers like the Red Nocturnes, the Ifrit's Horn is a real boon, and everyone likes an extra Ability Point and more Defense.

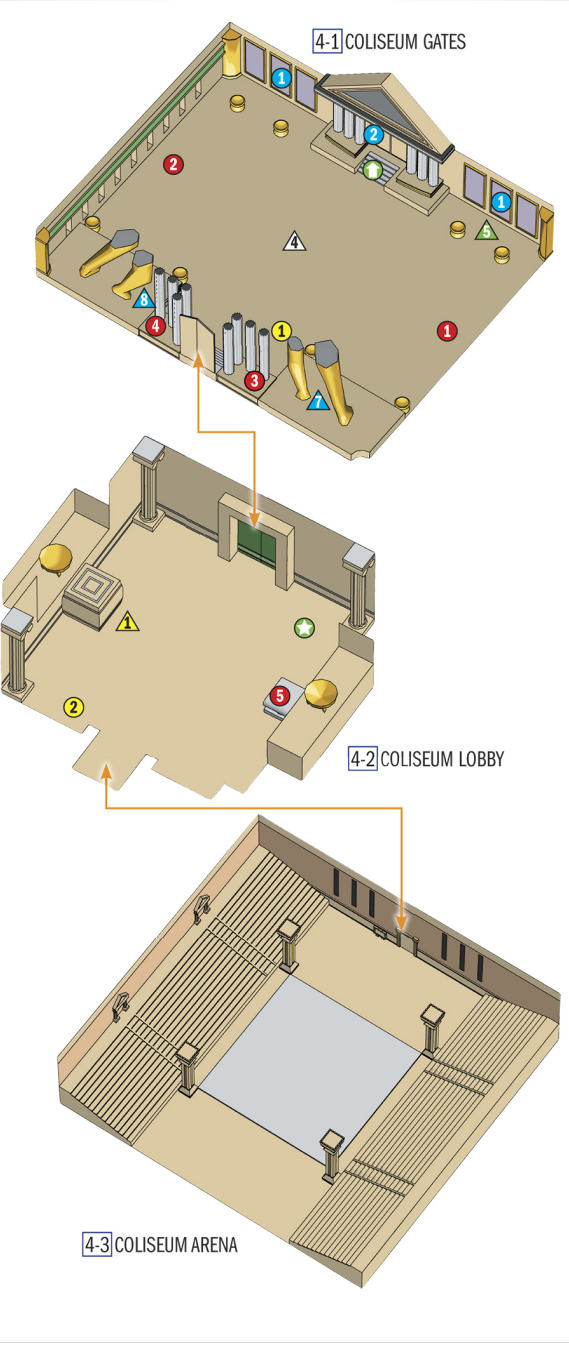
Step 8: Locking Up

With the Trickmaster defeated, the Doorknob reveals the Wonderland keyhole. You automatically lock this crazy world so that the Heartless will never harm it again. A Navi-G piece drops from the locked keyhole.


△ Save
Attack
Magic
Items
—
MP HP

You never found Alice, but you will see her again in your travels. Save at the new save point in the Rabbit Hole and prepare for another space journey in your gummi ship. The Olympus Coliseum awaits.

Olympus Coliseum



Opponents

Name	Shadow	Soldier	Red Nocturne	Blue Rhapsody
HP	12	24	24	24

Name	Large Body	Cloud	Cerberus
HP	160	300	600

Items

No.	Item	Location	Condition
1	Firaga-G	4-1	Extinguish the eight flames with Blizzara
2	Holy-G	4-1	Extinguish the eight flames with Blizzaga
3	Mega-Potion	4-1	-
4	Orichalcum	4-1	Win Hades Cup
5	Olympia	4-2	Win Phil, Pegasus, and Hercules Cups

Characters

No.	Character	Location	Purpose
1	Hercules	4-1	After battle with Cerberus
2	Phil	4-2	-

Special Objects

No.	Prop	Location	Purpose
1	Billboard	4-1	When Phil Cup begins
2	World Exit	4-1	-

Trinities

Trinity	Location	Purpose
▲	4-1	Mythril Shard
▲	4-1	Dalmatians 22, 23, 24
▲	4-1	Mythril
▲	4-2	Seals Keyhole
▲	4-1	Violetta

Objectives

1. Speak with Phil in the Lobby

2. Pass the barrel tests

3. Defeat the preliminary opponents

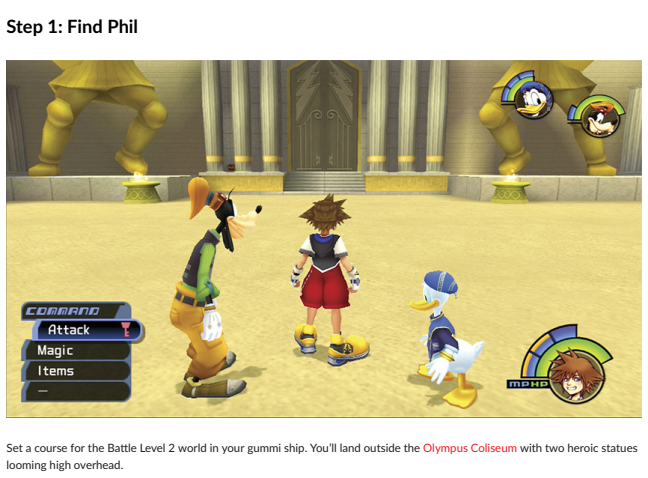
4. Best Cloud in the Arena

5. Slay Cerberus

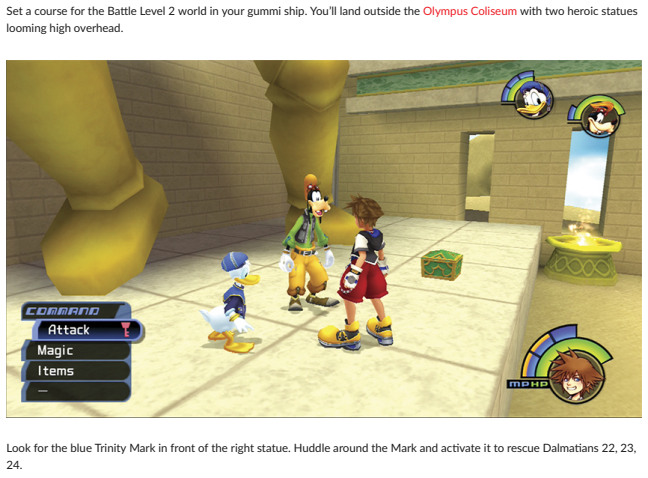
Hey, are you all right?

6. Speak to Cloud before leaving the Coliseum

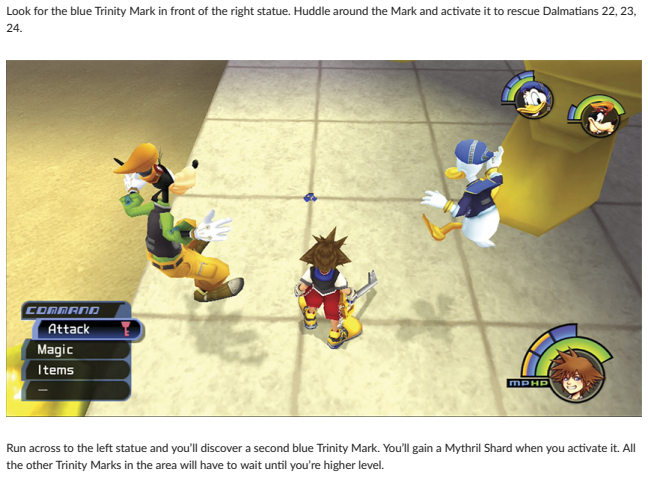
Step 1: Find Phil



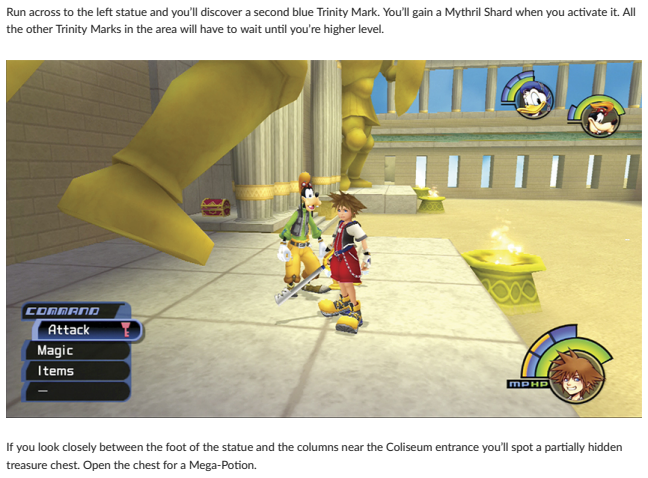
Set a course for the Battle Level 2 world in your gummi ship. You'll land outside the Olympus Coliseum with two heroic statues looming high overhead.



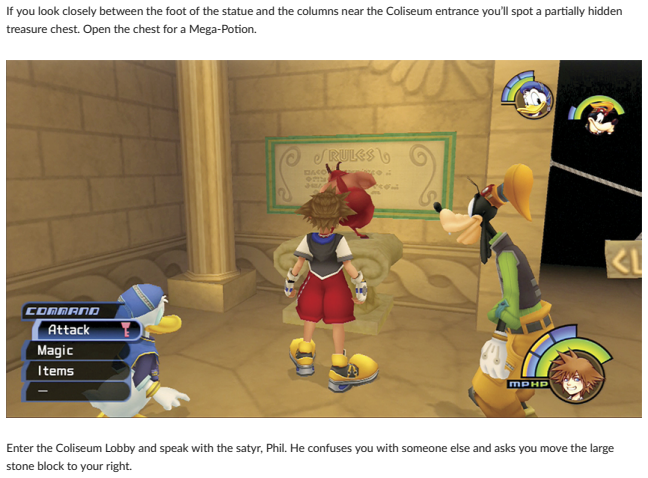
Look for the blue Trinity Mark in front of the right statue. Huddle around the Mark and activate it to rescue Dalmatians 22, 23, 24.



Run across to the left statue and you'll discover a second blue Trinity Mark. You'll gain a Mythril Shard when you activate it. All the other Trinity Marks in the area will have to wait until you're higher level.



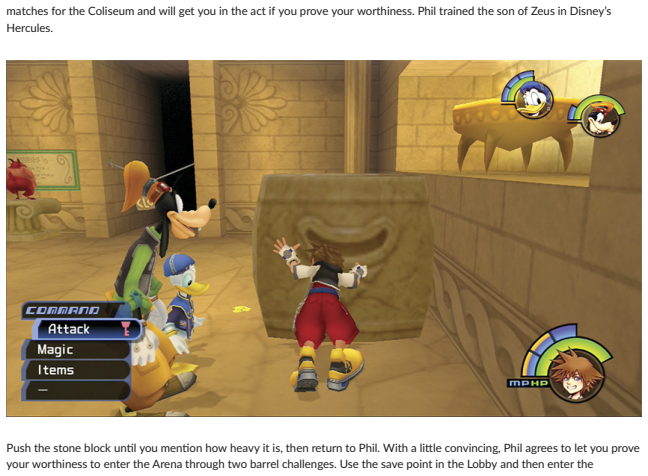
If you look closely between the foot of the statue and the columns near the Coliseum entrance you'll spot a partially hidden treasure chest. Open the chest for a Mega-Potion.



Enter the Coliseum Lobby and speak with the satyr, Phil. He confuses you with someone else and asks you move the large stone block to your right.

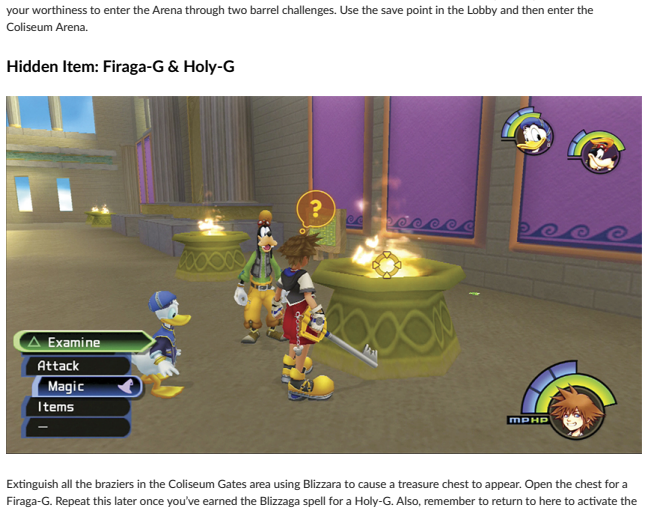
Philoctetes

The Coliseum's hero trainer, Phil, acts as the mentor of Hercules and your coach during your stay in the Arena. Phil hosts matches for the Coliseum and will get you in the act if you prove your worthiness. Phil trained the son of Zeus in Disney's Hercules.



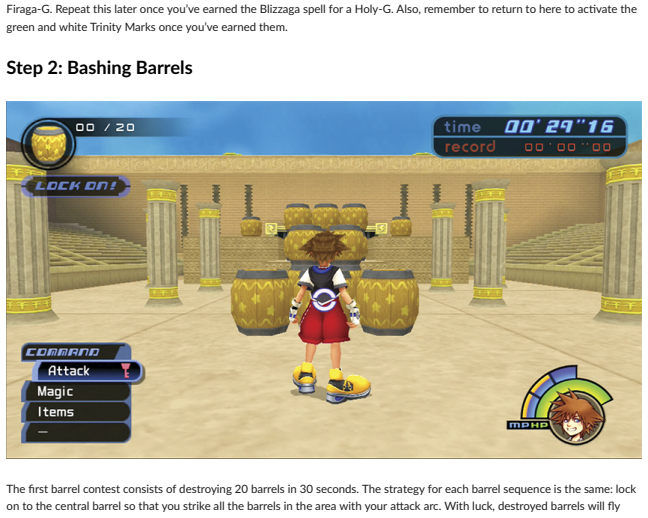
Push the stone block until you mention how heavy it is, then return to Phil. With a little convincing, Phil agrees to let you prove your worthiness to enter the Arena through two barrel challenges. Use the save point in the Lobby and then enter the Coliseum Arena.

Hidden Item: Firaga-G & Holy-G

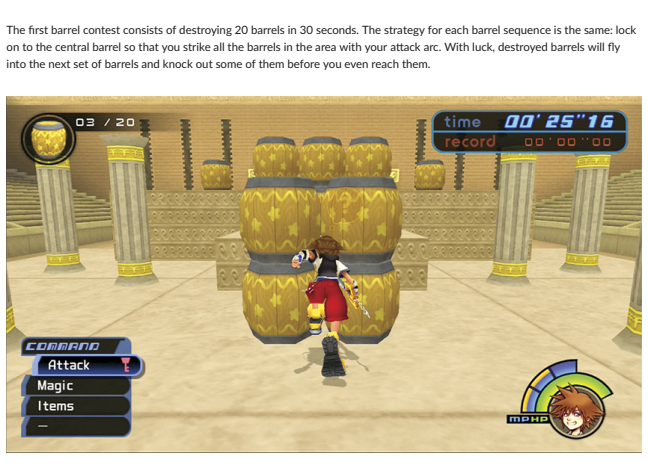


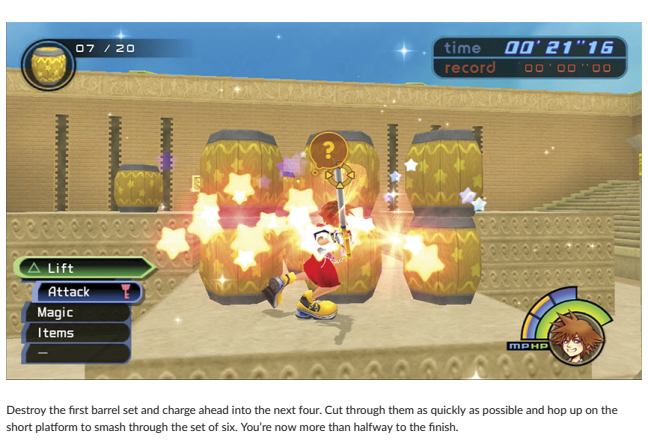
Extinguish all the braziers in the Coliseum Gates area using Blizzara to cause a treasure chest to appear. Open the chest for a Firaga-G. Repeat this later once you've earned the Blizzaga spell for a Holy-G. Also, remember to return to here to activate the green and white Trinity Marks once you've earned them.

Step 2: Bashing Barrels

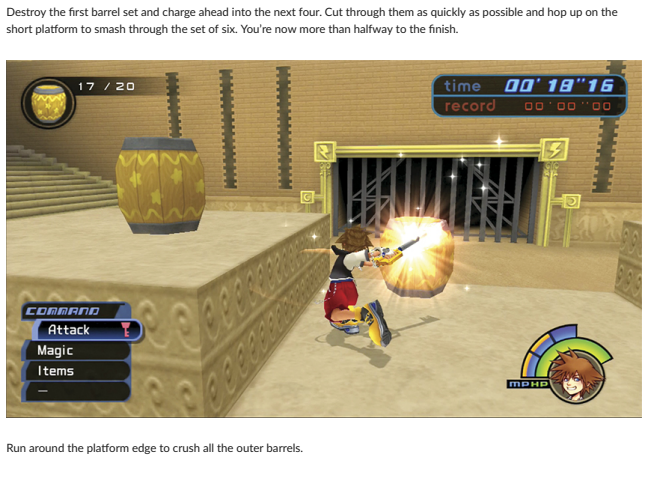


The first barrel contest consists of destroying 20 barrels in 30 seconds. The strategy for each barrel sequence is the same: lock on to the central barrel so that you strike all the barrels in the area with your attack arc. With luck, destroyed barrels will fly into the next set of barrels and knock out some of them before you even reach them.

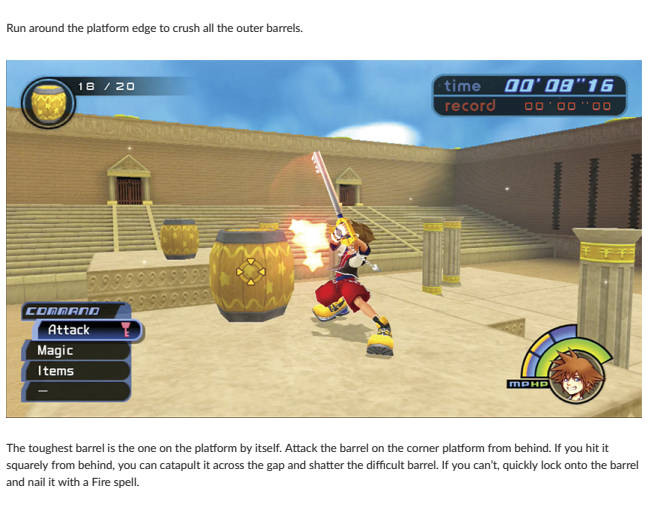




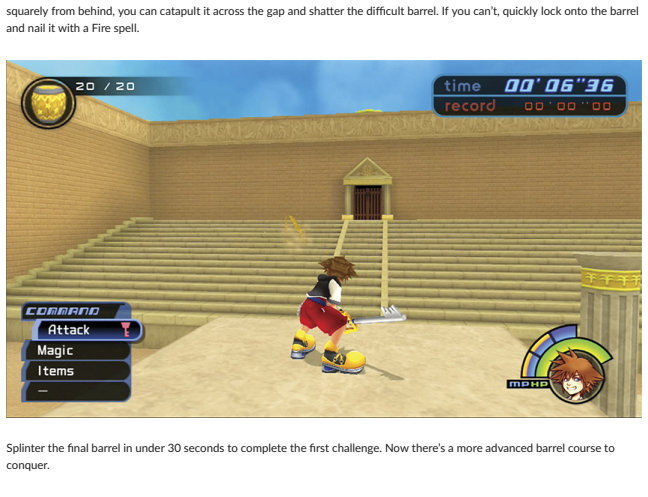
Destroy the first barrel set and charge ahead into the next four. Cut through them as quickly as possible and hop up on the short platform to smash through the set of six. You're now more than halfway to the finish.



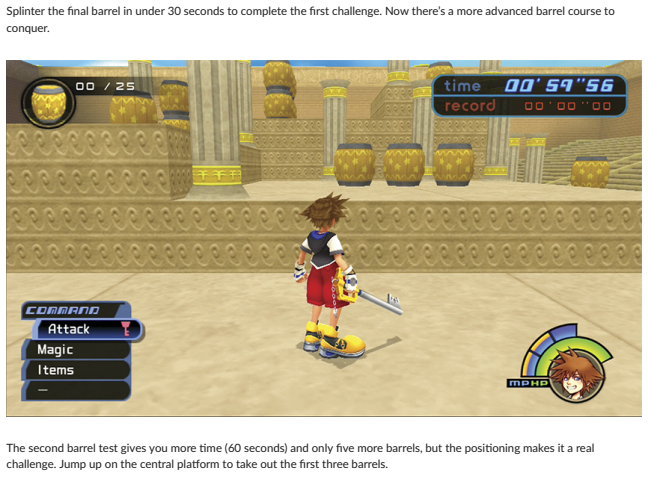
Run around the platform edge to crush all the outer barrels.



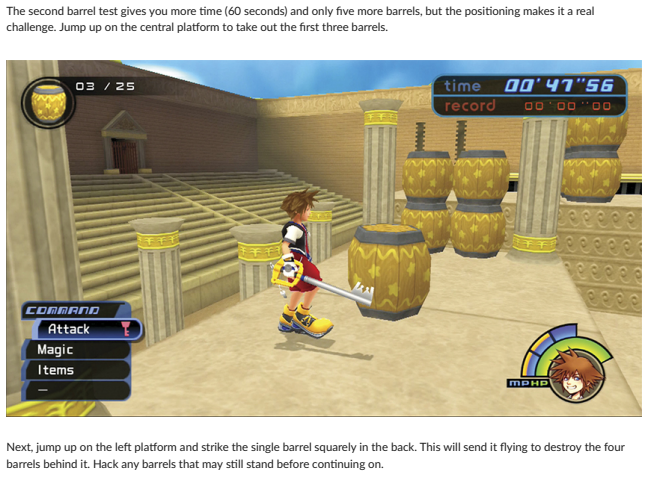
The toughest barrel is the one on the platform by itself. Attack the barrel on the corner platform from behind. If you hit it squarely from behind, you can catapult it across the gap and shatter the difficult barrel. If you can't, quickly lock onto the barrel and nail it with a Fire spell.



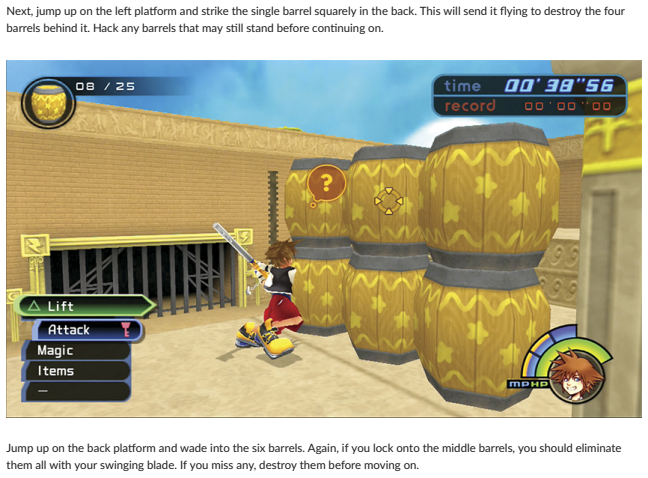
Splinter the final barrel in under 30 seconds to complete the first challenge. Now there's a more advanced barrel course to conquer.



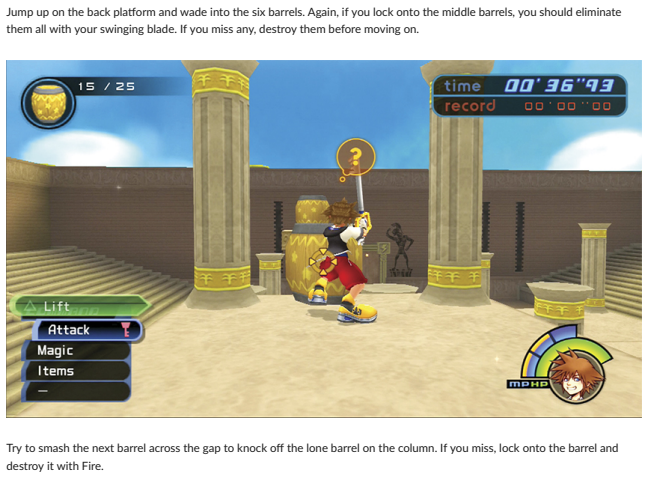
The second barrel test gives you more time (60 seconds) and only five more barrels, but the positioning makes it a real challenge. Jump up on the central platform to take out the first three barrels.



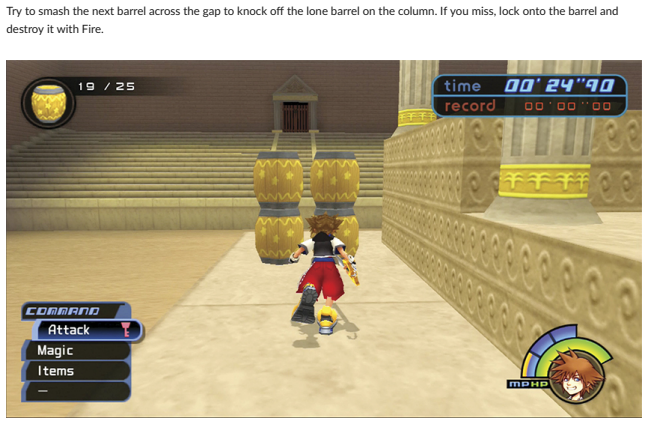
Next, jump up on the left platform and strike the single barrel squarely in the back. This will send it flying to destroy the four barrels behind it. Hack any barrels that may still stand before continuing on.

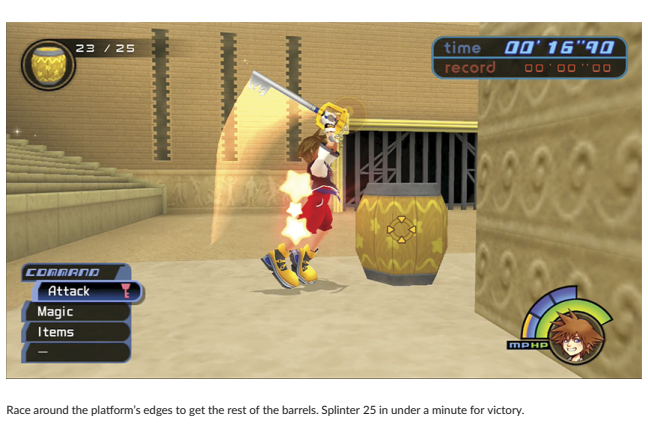


Jump up on the back platform and wade into the six barrels. Again, if you lock onto the middle barrels, you should eliminate them all with your swinging blade. If you miss any, destroy them before moving on.

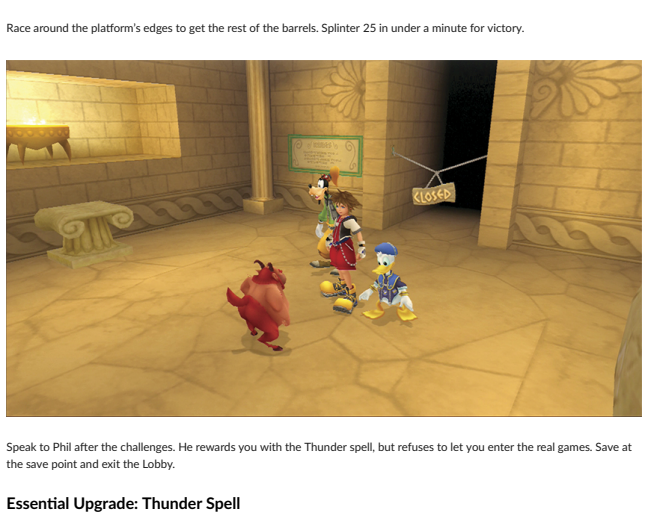


Try to smash the next barrel across the gap to knock off the lone barrel on the column. If you miss, lock onto the barrel and destroy it with Fire.





Race around the platform's edges to get the rest of the barrels. Splinter 25 in under a minute for victory.

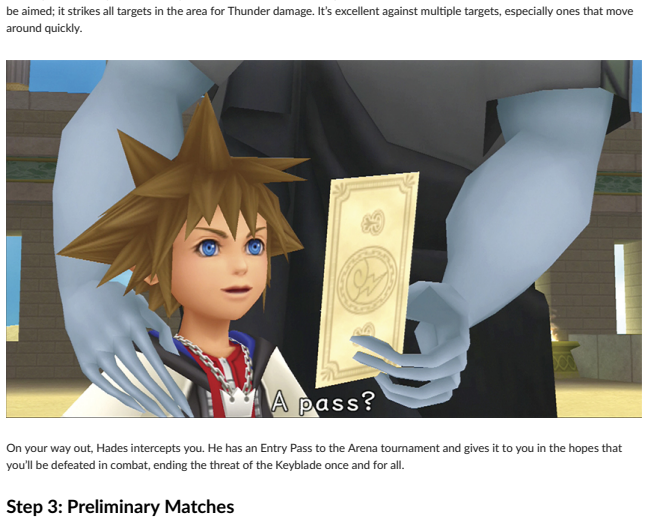


Speak to Phil after the challenges. He rewards you with the Thunder spell, but refuses to let you enter the real games. Save at the save point and exit the Lobby.

Essential Upgrade: Thunder Spell

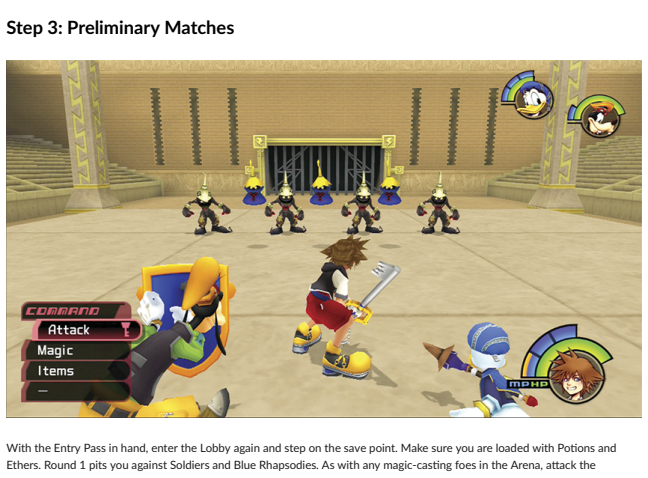
Ranged Thunder Magic

Although it doesn't give you an upgrade to your other spells, you gain a new area-effect spell. This type of spell doesn't have to be aimed; it strikes all targets in the area for Thunder damage. It's excellent against multiple targets, especially ones that move around quickly.



On your way out, Hades intercepts you. He has an Entry Pass to the Arena tournament and gives it to you in the hopes that you'll be defeated in combat, ending the threat of the Keyblade once and for all.

Step 3: Preliminary Matches



With the Entry Pass in hand, enter the Lobby again and step on the save point. Make sure you are loaded with Potions and Ethers. Round 1 pits you against Soldiers and Blue Rhapsodies. As with any magic-casting foes in the Arena, attack the Blizzard-casting Blue Rhapsodies first so that they don't pick you apart, and then crush the melee Soldiers.

BLUE RHAPSODY

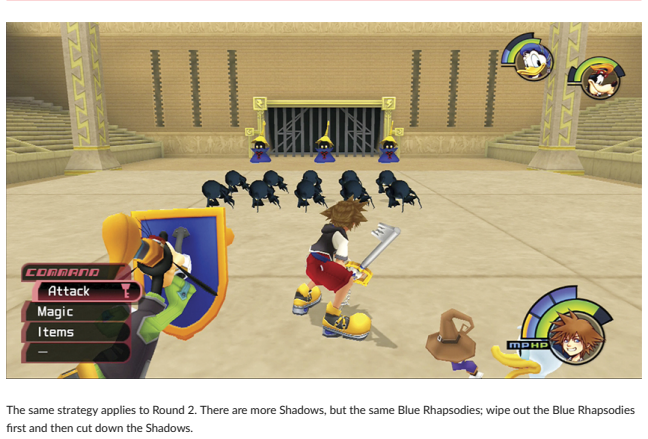
Area: Traverse Town; Wonderland; Olympus Coliseum; Monstro; Hollow Bastion; End of the World

Statistics:		Drops:				Vulnerability to Attack Type:	
HP	24 / 60	HP balls	Small x1			Weapon	100
STR	11 / 35	MP balls	Small x5			Fire	100
DEF	10 / 27	Munny balls	-			Blizzard	0
EXP	1 / 60					Thunder	50
MP Recovery	9 / 43	1st Item	Ether	1	%	%Attack	100 / 80
		2nd Item	Frost Shard	12	%	Stop	100 / 60
Attack Type:	Blizzard	3rd Item	Blizzara Ring	0.5	%	Stun	100
						Other	100

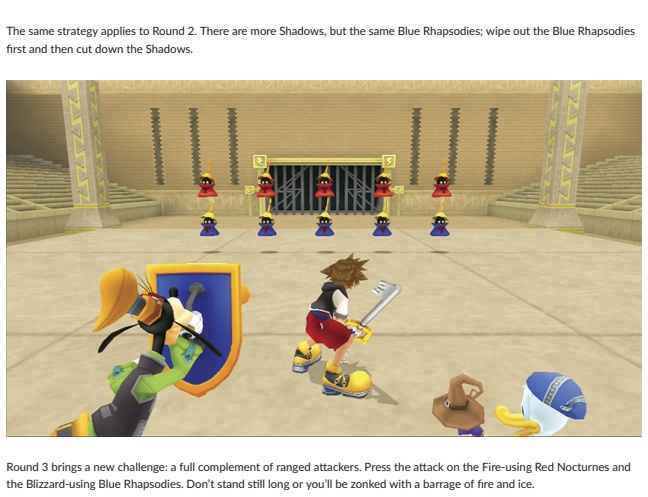
Details -

Caution

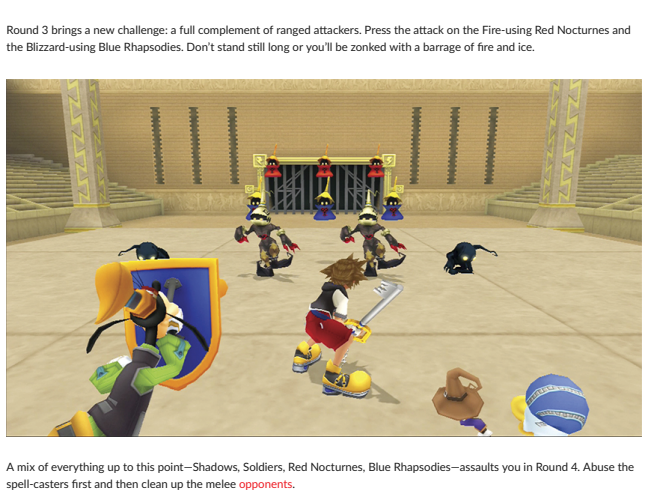
No HP balls or MP balls are released during the preliminaries. Try to defeat opponents quickly and keep your hit points high for the final battle against Cloud.



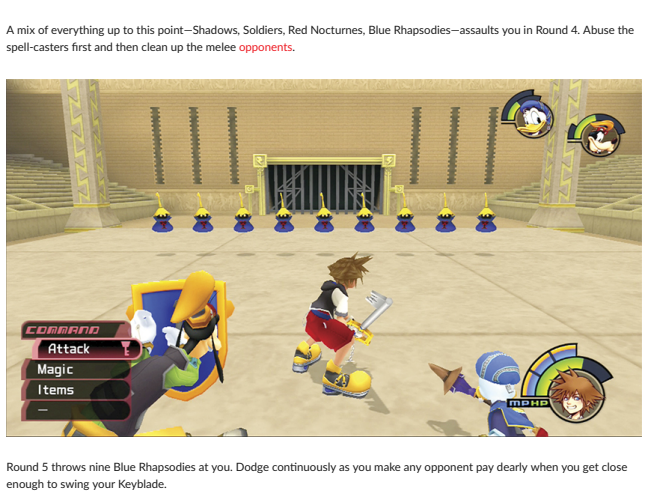
The same strategy applies to Round 2. There are more Shadows, but the same Blue Rhapsodies; wipe out the Blue Rhapsodies first and then cut down the Shadows.



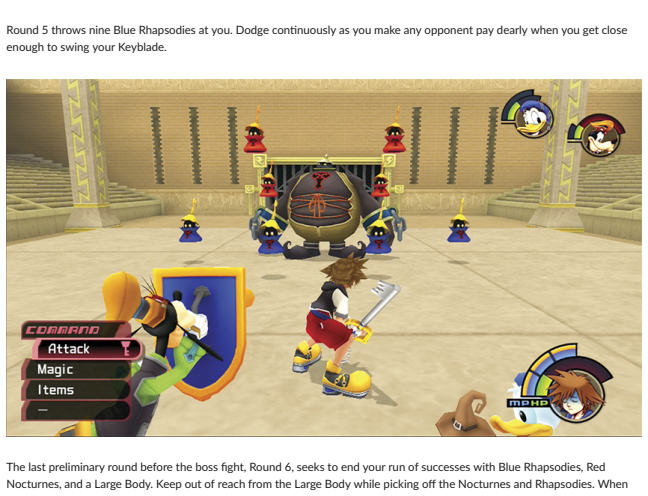
Round 3 brings a new challenge: a full complement of ranged attackers. Press the attack on the Fire-using Red Nocturnes and the Blizzard-using Blue Rhapsodies. Don't stand still long or you'll be zonked with a barrage of fire and ice.



A mix of everything up to this point—Shadows, Soldiers, Red Nocturnes, Blue Rhapsodies—assaults you in Round 4. Abuse the spell-casters first and then clean up the melee opponents.



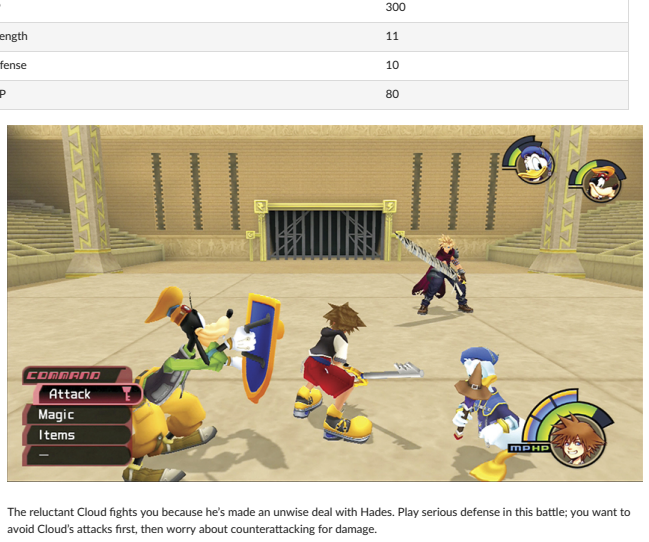
Round 5 throws nine Blue Rhapsodies at you. Dodge continuously as you make any opponent pay dearly when you get close enough to swing your Keyblade.



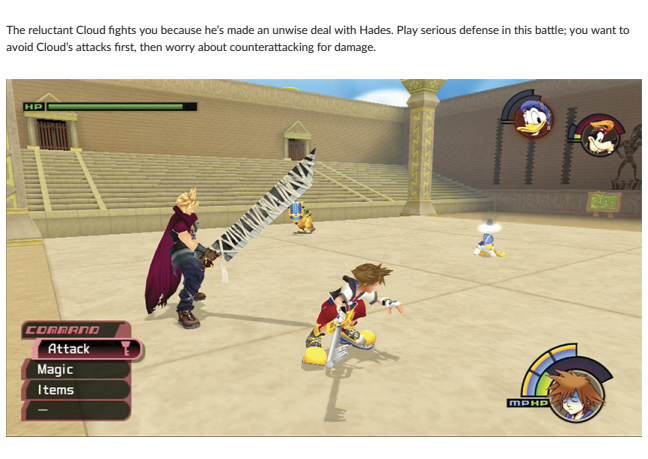
The last preliminary round before the boss fight, Round 6, seeks to end your run of successes with Blue Rhapsodies, Red Nocturnes, and a Large Body. Keep out of reach from the Large Body while picking off the Nocturnes and Rhapsodies. When the spell-casters are down and out, circle around behind the Large Body and hack away until it explodes.

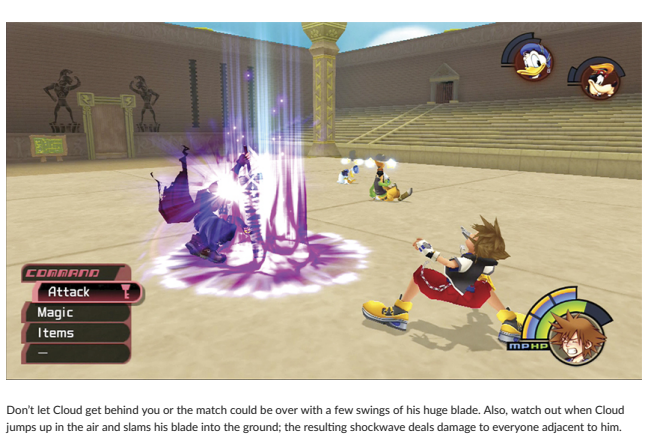
Step 4: Cloud

HP	300
Strength	11
Defense	10
EXP	80

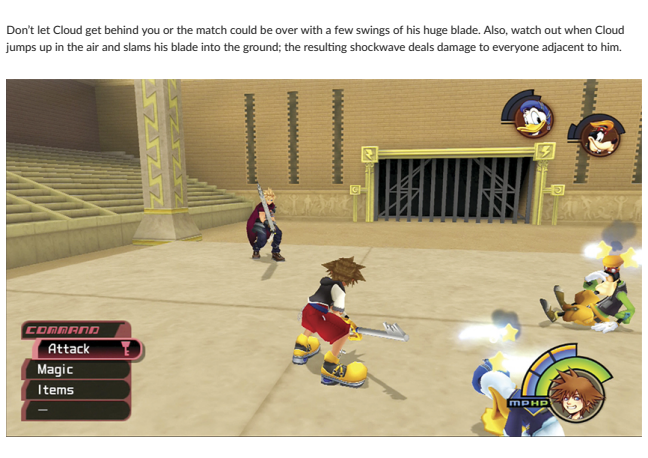


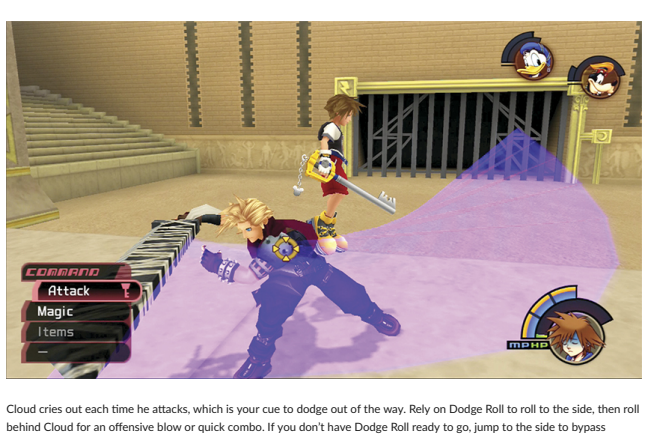
The reluctant Cloud fights you because he's made an unwise deal with Hades. Play serious defense in this battle; you want to avoid Cloud's attacks first, then worry about counterattacking for damage.



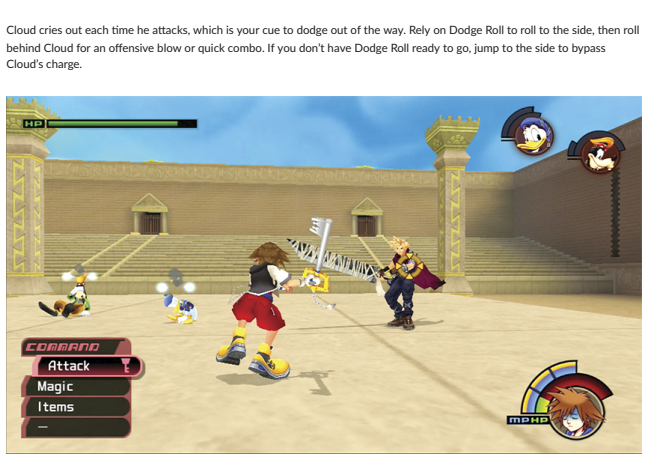


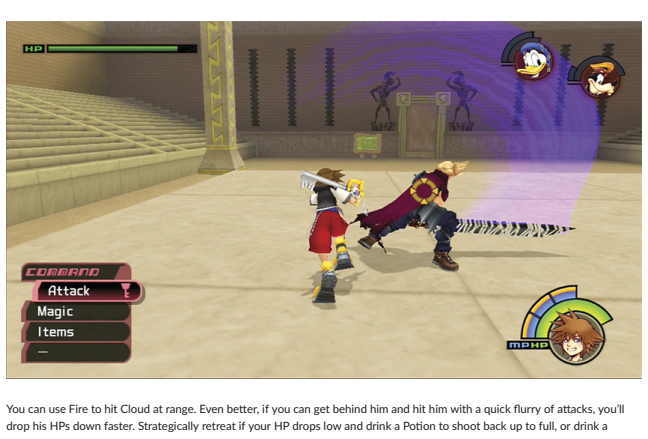
Don't let Cloud get behind you or the match could be over with a few swings of his huge blade. Also, watch out when Cloud jumps up in the air and slams his blade into the ground; the resulting shockwave deals damage to everyone adjacent to him.



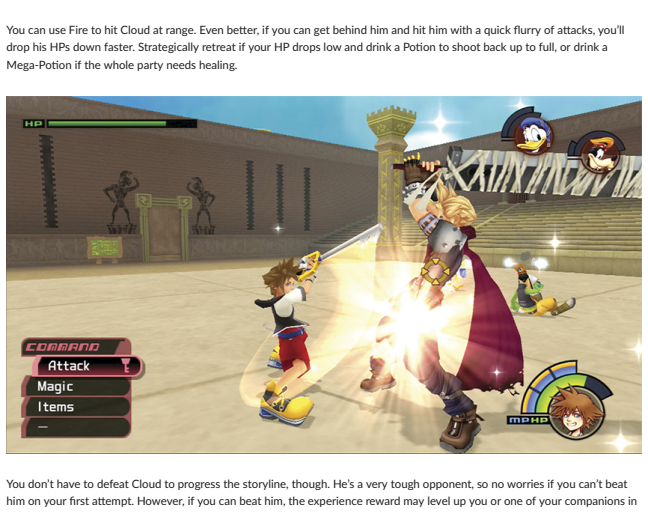


Cloud cries out each time he attacks, which is your cue to dodge out of the way. Rely on Dodge Roll to roll to the side, then roll behind Cloud for an offensive blow or quick combo. If you don't have Dodge Roll ready to go, jump to the side to bypass Cloud's charge.





You can use Fire to hit Cloud at range. Even better, if you can get behind him and hit him with a quick flurry of attacks, you'll drop his HPs down faster. Strategically retreat if your HP drops low and drink a Potion to shoot back up to full, or drink a Mega-Potion if the whole party needs healing.



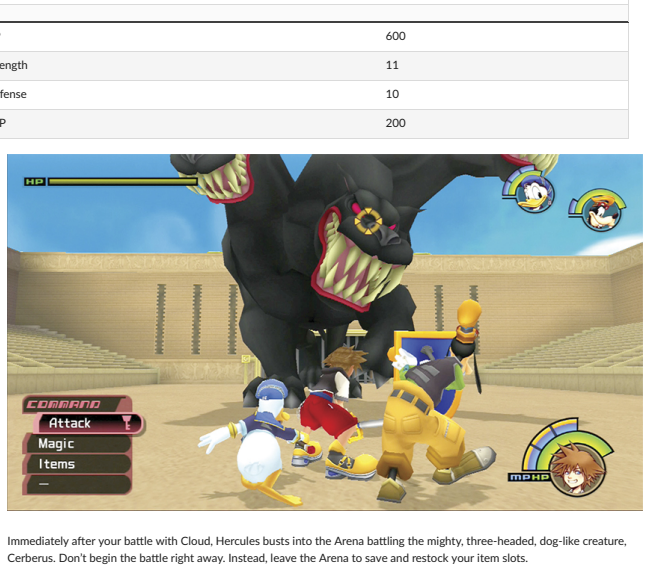
You don't have to defeat Cloud to progress the storyline, though. He's a very tough opponent, so no worries if you can't beat him on your first attempt. However, if you can beat him, the experience reward may level up you or one of your companions in the process.

Hercules

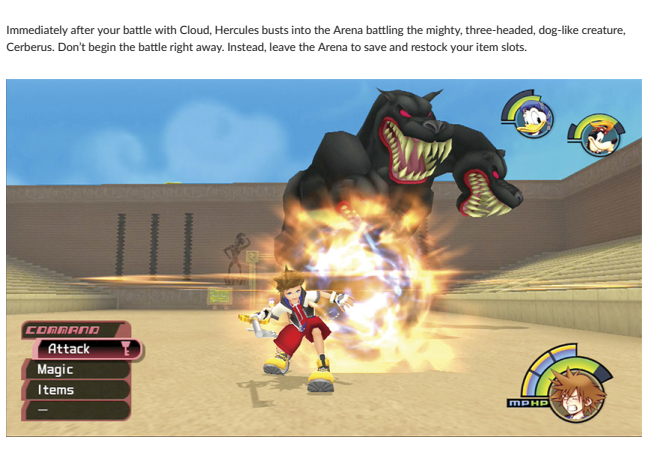
Son of Zeus and Hera, Hercules possesses superhuman strength for a mortal. He battles Cerberus before you do, and softens up the huge monster for you. Hercules appeared in the Disney film of the same name in 1997.

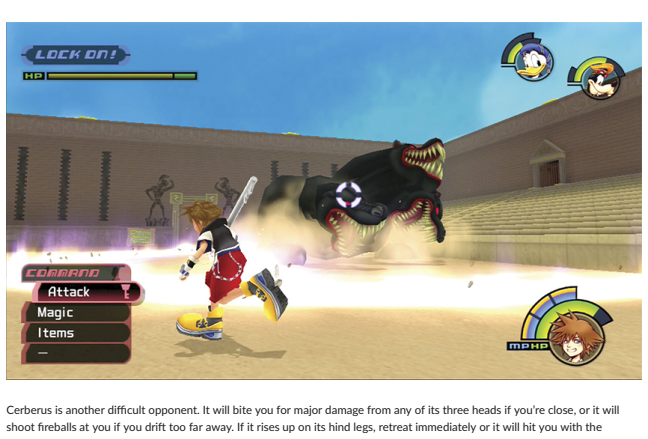
Step 5: Cerberus

HP	600
Strength	11
Defense	10
EXP	200

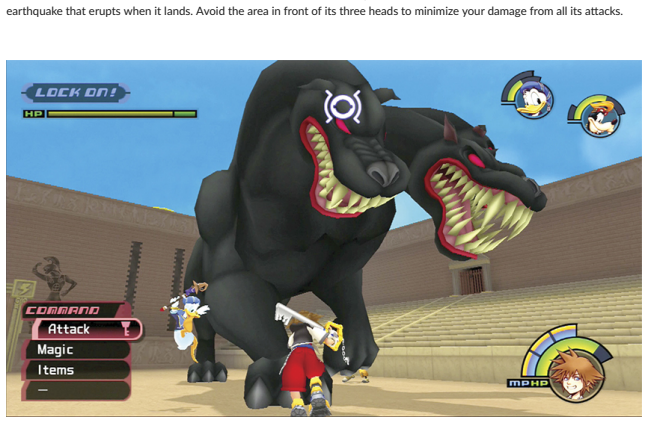


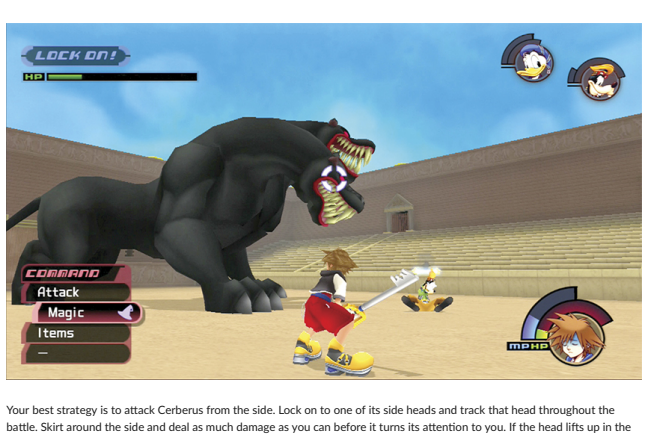
Immediately after your battle with Cloud, Hercules busts into the Arena battling the mighty, three-headed, dog-like creature, Cerberus. Don't begin the battle right away. Instead, leave the Arena to save and restock your item slots.



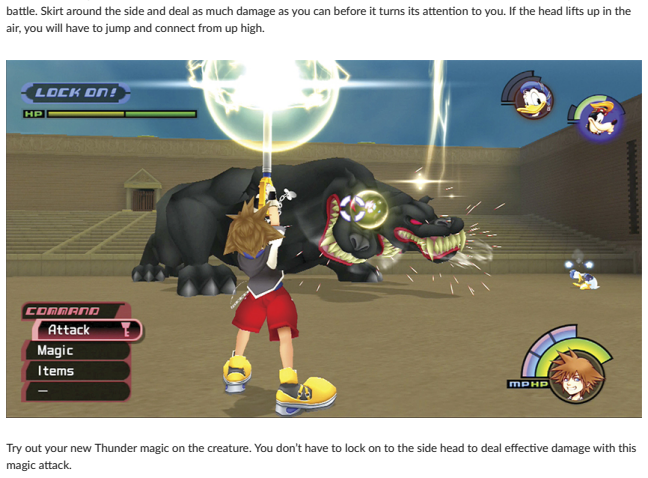


Cerberus is another difficult opponent. It will bite you for major damage from any of its three heads if you're close, or it will shoot fireballs at you if you drift too far away. If it rises up on its hind legs, retreat immediately or it will hit you with the earthquake that erupts when it lands. Avoid the area in front of its three heads to minimize your damage from all its attacks.

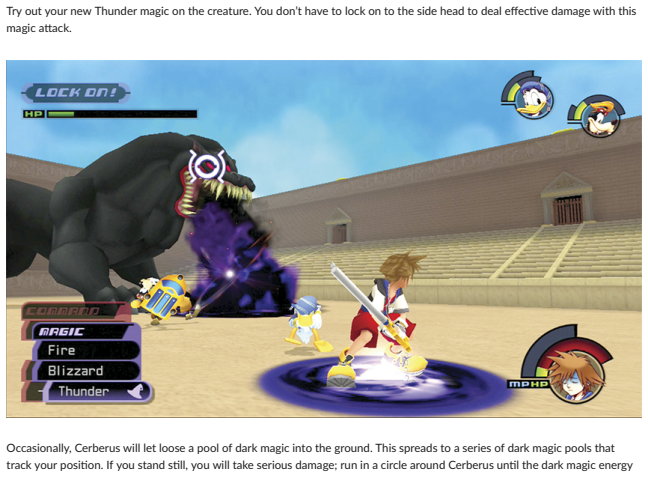




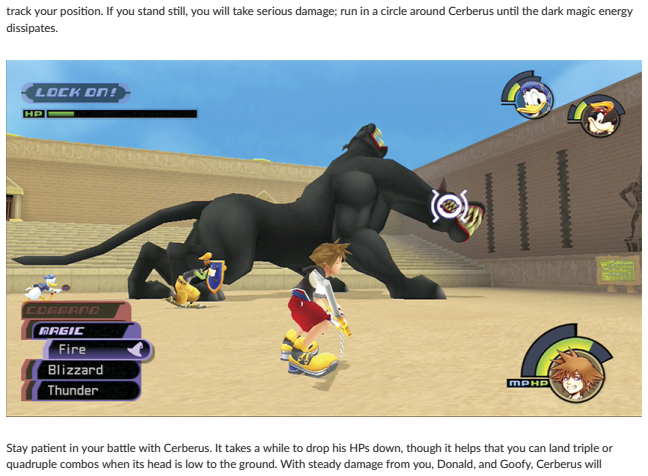
Your best strategy is to attack Cerberus from the side. Lock on to one of its side heads and track that head throughout the battle. Skirt around the side and deal as much damage as you can before it turns its attention to you. If the head lifts up in the air, you will have to jump and connect from up high.



Try out your new Thunder magic on the creature. You don't have to lock on to the side head to deal effective damage with this magic attack.



Occasionally, Cerberus will let loose a pool of dark magic into the ground. This spreads to a series of dark magic pools that track your position. If you stand still, you will take serious damage; run in a circle around Cerberus until the dark magic energy dissipates.



Stay patient in your battle with Cerberus. It takes a while to drop his HPs down, though it helps that you can land triple or quadruple combos when its head is low to the ground. With steady damage from you, Donald, and Goofy, Cerberus will eventually fall. When you defeat the dog boss, you earn the Inferno Band.

Essential Upgrade: Inferno Band

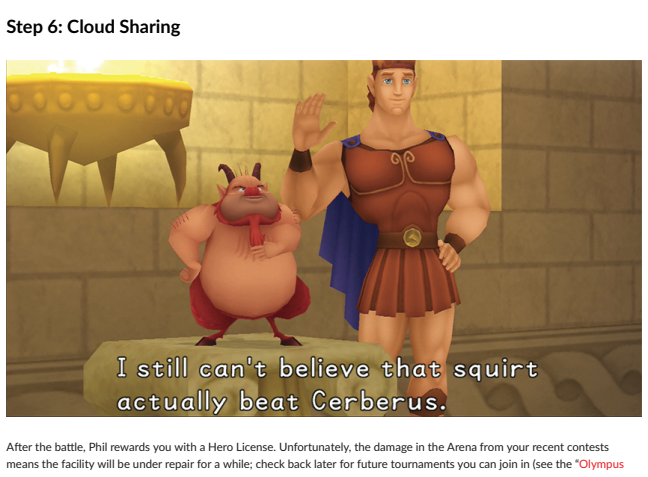
DEF +2

-20% Fire damage

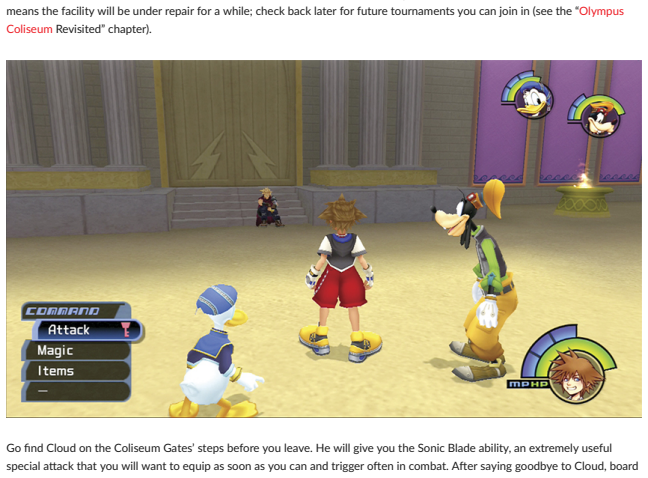
-20% Dark damage

Sora may be better off with some of your other equipment, unless your play style is very defensive. Goofy, however, is an ideal candidate to benefit from the Inferno Band's increase to Defense and damage resistances.

Step 6: Cloud Sharing



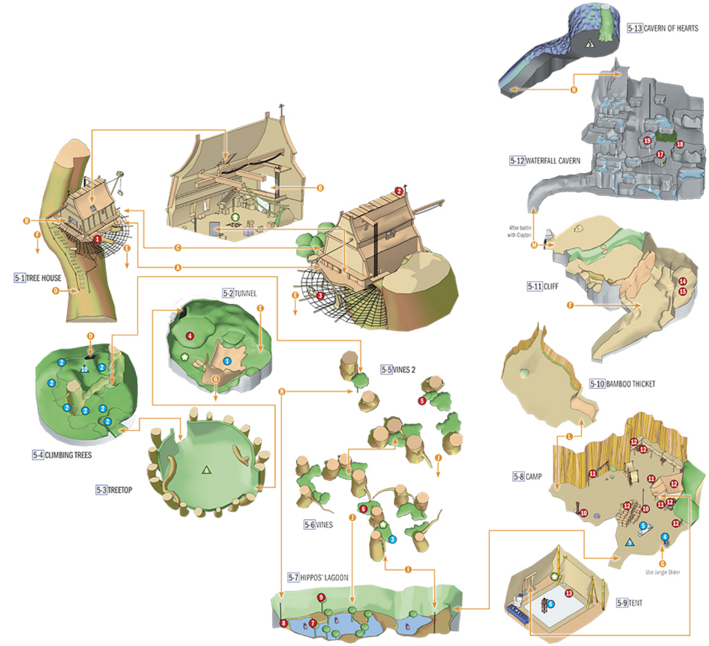
After the battle, Phil rewards you with a Hero License. Unfortunately, the damage in the Arena from your recent contests means the facility will be under repair for a while; check back later for future tournaments you can join in (see the "Olympus Coliseum Revisited" chapter).



Go find Cloud on the Coliseum Gates' steps before you leave. He will give you the Sonic Blade ability, an extremely useful special attack that you will want to equip as soon as you can and trigger often in combat. After saying goodbye to Cloud, board your gummi ship and prepare for a descent into the Deep Jungle.

Deep Jungle

Deep Jungle


5-13 CAVERN OF HEARTS
5-12 WATERFALL CAVERN
5-1 TREE HOUSE
5-11 CLIFF
After battle with Clayton
5-2 TUNNEL
5-5 VINES 2
5-10 BAMBOO THICKET
5-4 CLIMBING TREES
5-3 TREETOP
5-8 CAMP
5-6 VINES
Use Jungle Slider
5-7 HIPPOS' LAGOON
5-9 TENT

Opponents

Name	Shadow	Green Requiem	Powerwild	Bouncywild
HP	18	15	30	18

Name	Darkball	Wyvern	Wizard	White Mushroom
HP	60	135	75	-

Name	Sabor	Clayton	Stealth Sneak
HP	90/180	250	750

Items

No.	Item	Location	Condition
①	Mega-Potion	5-1	-
②	Protera Chain	5-1	-
③	Mythril	5-1	Jump from the roof of the treehouse and attack with Keyblade 4-5 times
④	Mega-Ether	5-2	-
⑤	Dalmatians 28, 29, 30	5-5	-
⑥	Mythril	5-6	-
⑦	Mega-Potion	5-7	-
⑧	Dalmatians 25, 26, 27	5-7	-
⑨	Meteor-G	5-7	Attack with the Keyblade while jumping
⑩	Recipe Card	5-8	-
⑩	Recipe Card	5-8	-
⑪	Research Note	5-8	-
⑪	Research Note	5-8	-
⑪	Research Note	5-8	-
⑫	Slide	5-8	-
⑫	Slide	5-8	-
⑫	Slide	5-8	-
⑫	Slide	5-8	-

12	Slide	5-8	-
12	Slide	5-8	-
13	Mythril Shard	5-9	-
14	Mega-Potion	5-11	-
15	Mythril Shard	5-11	-
16	Mythril Shard	5-12	-
17	Dalmatians 31, 32, 33	5-12	-
18	Mythril	5-12	-
19	Orichalcum	5-12	-

Characters

No.	Character	Location	Purpose
1	Jane	5-9	Various story updates

Special Objects

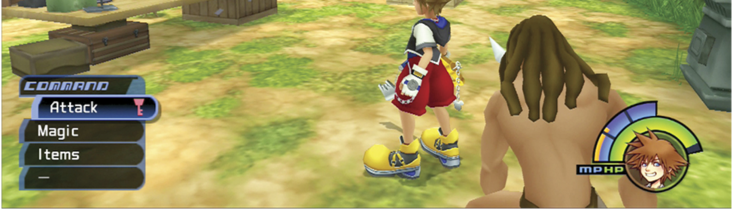
No.	Prop	Location	Purpose
1	Jungle Slider	5-2	Mini-game (after sealing off the world)
2	Wilted flower	5-4	Open all with magic to stop enemies from appearing
3	Vine Jump	5-6	Mini-game
4	Cooking Pot	5-8	Find 2 Recipe Cards
5	Lab bench	5-8	Find 3 Research Notes
6	Slide projector	5-9	Show Tarzan 6 Slides

Trinities

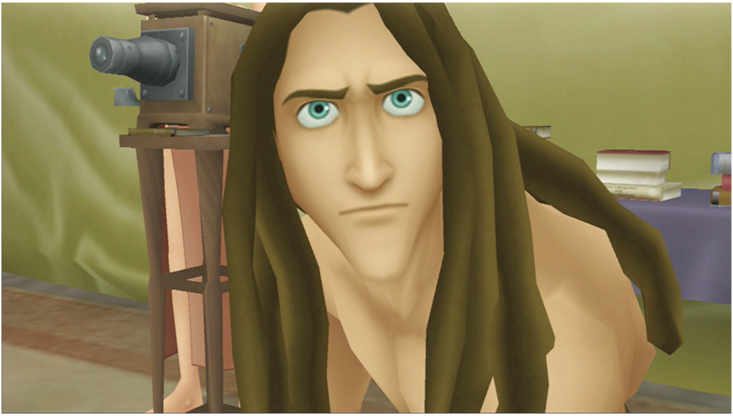
Trinity	Location	Purpose
9	5-8/td>	Dalmatians 34, 35, 36
10	5-4	Thundara-G
6	5-3	Mythril Shard + HP
5	5-13	Orichalcum

Objectives

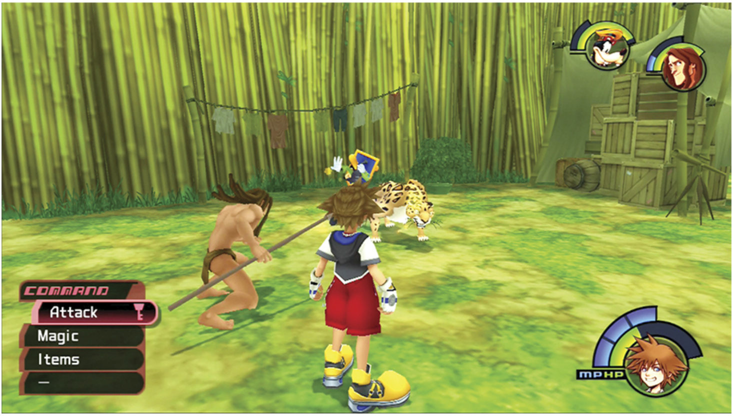
1. Defeat Sabor I


COMMAND
Attack
Magic
Items
—
MP HP

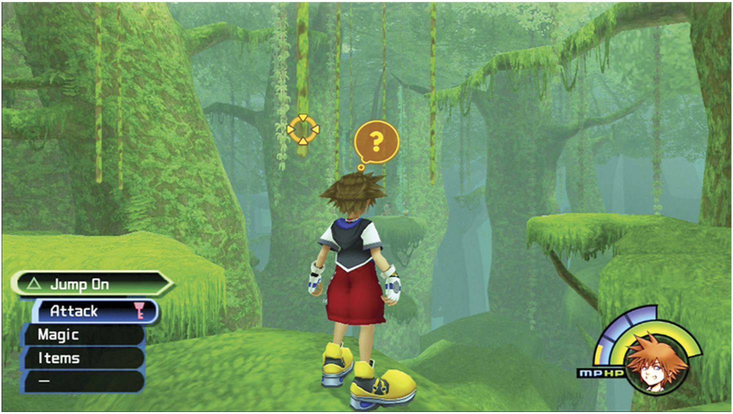
2. Meet Tarzan and find Jane



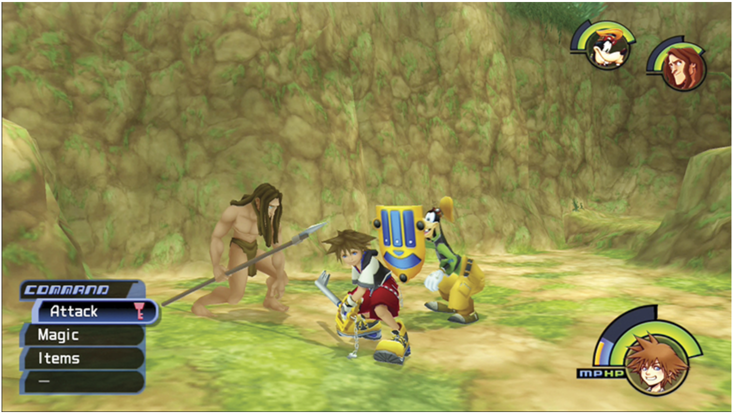
3. Collect the recipes, notes, and slides


COMMAND
Attack
Magic
Items
—
MP HP

4. Defeat Sabor II


△ Jump On
Attack
Magic
Items
—
MP HP

5. Use the vines to find Kerchak

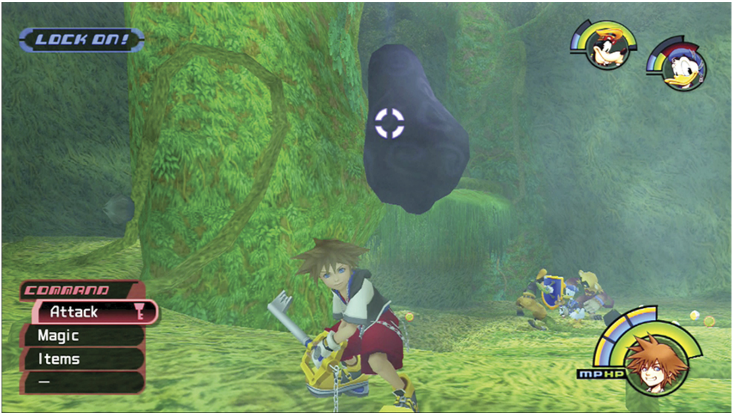

COMMAND
Attack
Magic
Items
—
MP HP

6. Defeat Sabor III

7. Rescue the gorillas

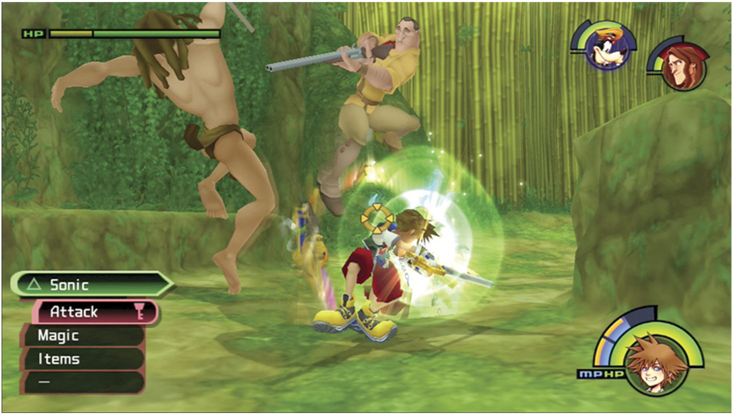
COMMAND
Attack
Magic
Items
—
MP
HP

8. Defeat Sabor IV

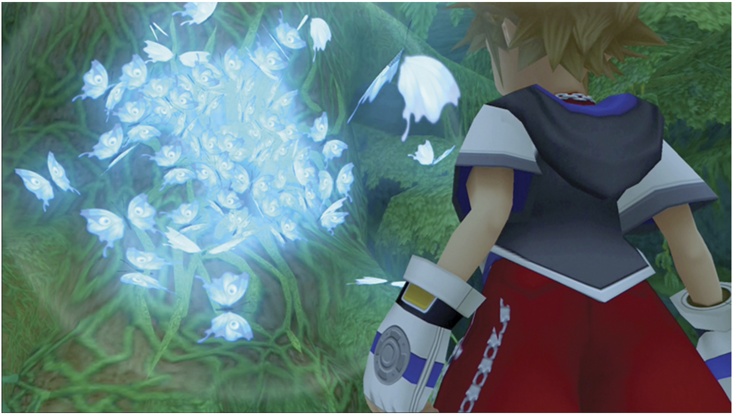

LOCK ON!
COMMAND
Attack
Magic
Items
—
MP HP

9. Save Jane

10. Square off against Clayton


HP
△ Sonic
Attack
Magic
Items
—
MP HP

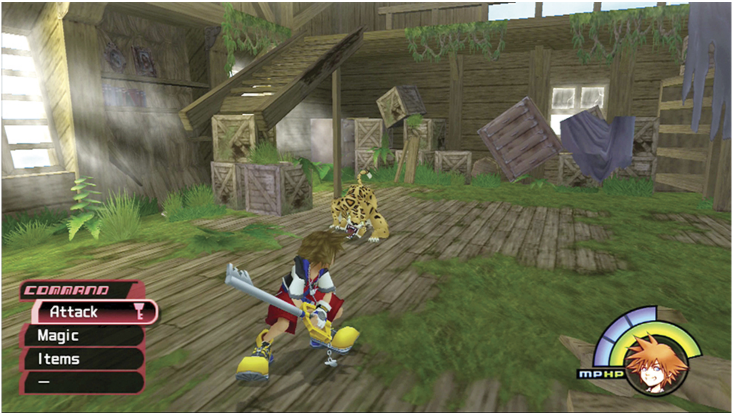
11. Defeat Clayton and Stealth Sneak



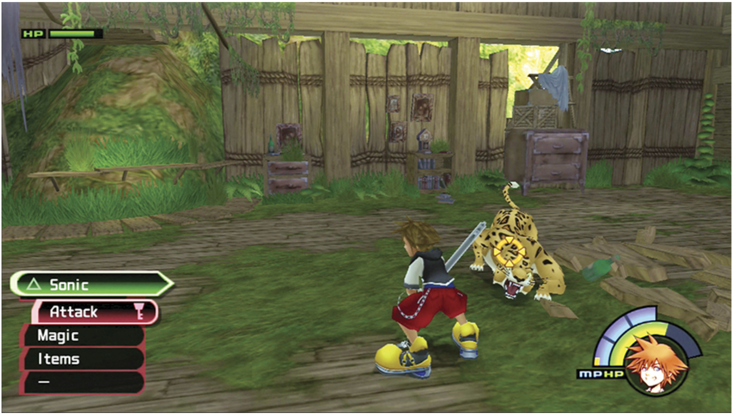
12. Lock the Deep Jungle

Step 1: Sabor I

HP	90
Strength	12
Defense	11
EXP	15


COMMAND
Attack
Magic
Items
—
MP HP

As you enter Deep Jungle orbit, the gummi ship crashes and you get separated from Donald and Goofy. Even worse, you land in the Tree House and are immediately attacked by the menacing leopard, Sabor.


HP
Sonic
Attack
Magic
Items
–
MP HP

Sabor moves extremely fast. Use your Dodge Roll ability to slip to the side when she lunges, then try to slip behind her for a quick attack. Sabor likes to jump, so jumping up to avoid an attack doesn't always work.

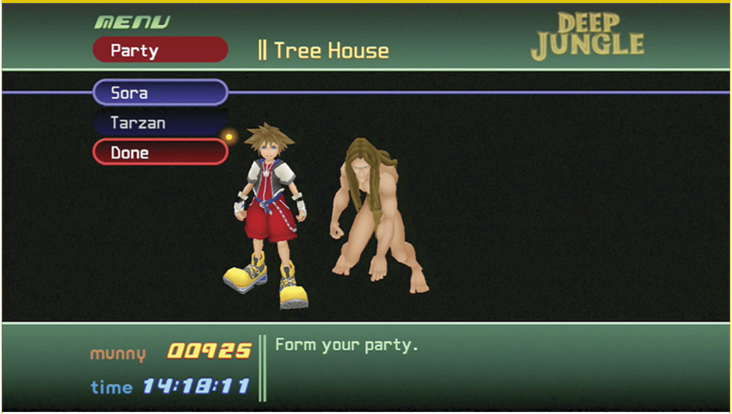
Stay patient and land one attack combination at a time before rolling back out of harm's way. You don't have to win this battle to continue the story—at the end of the fight Tarzan arrives to stave off the leopard and send it crashing out of the Tree House window and into the jungle where you will see her again.

Step 2: Tarzan and Jane

Look, I got separated from my friends. Have you seen them?

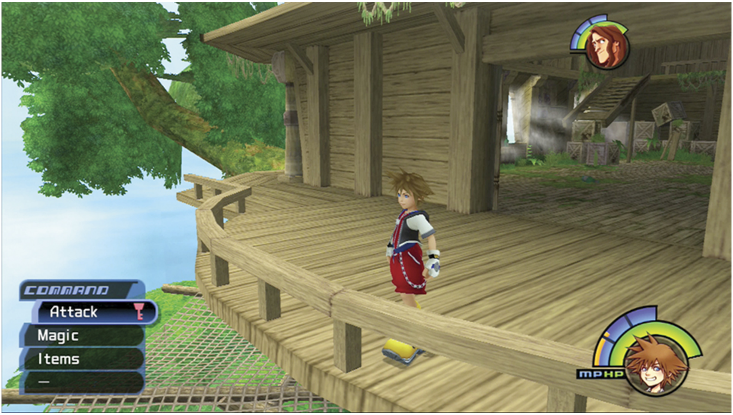
Tarzan is a world hero. Unlike most other characters, he joins your party and has powerful abilities just like you. Tarzan can also use equipment and items. For the complete rundown on all heroes, flip to the "Heroes" chapter.

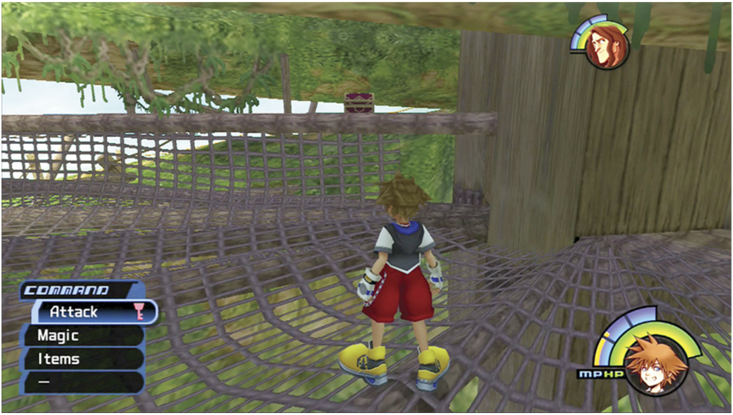
Party Configuration


MENU
Party
Tree House
DEEP JUNGLE
Sora
Tarzan
Done
munny 00925
time 14:18:11

Form your party.

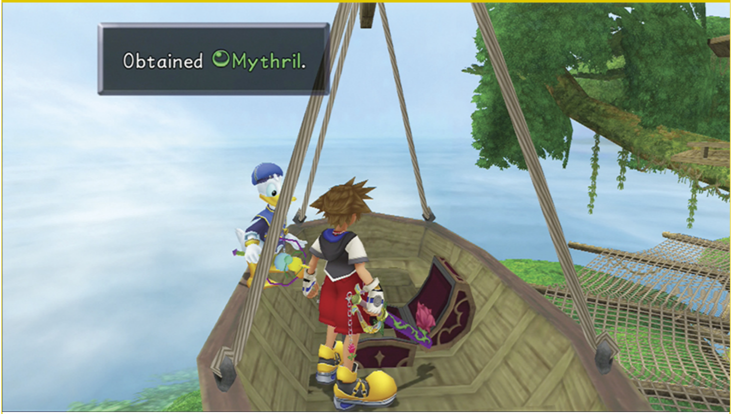
After you speak with Tarzan for the first time, you enter the Party menu, where you can select which heroes will join your party (maximum of three heroes). Because you only have Tarzan with you right now, it's just Sora and Tarzan, but that will change in the future when you're at a save point. World-specific heroes like Tarzan have more abilities and can be important combat allies; however, only with Donald and Goofy can you unlock Trinity Marks. Also, all heroes gain experience whether they are in the current party or not.


COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

Follow Tarzan over the Tree House wooden railing and drop to the netting level below. Don't jump off the edge just yet. Instead, turn to the right and search for a chest atop one of the long masts near the path to the Climbing Trees. Open the chest for a Mega-Potion.

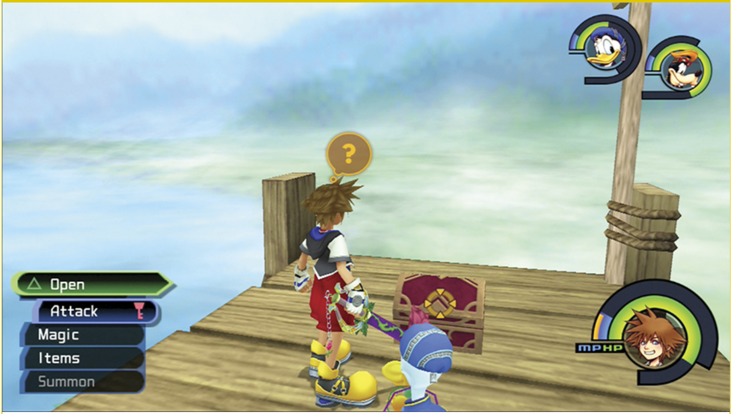
Hidden Item: Mythril



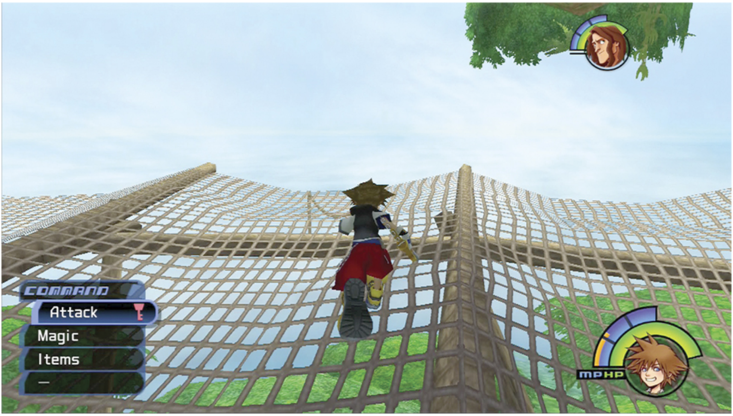
Obtained Mythril.

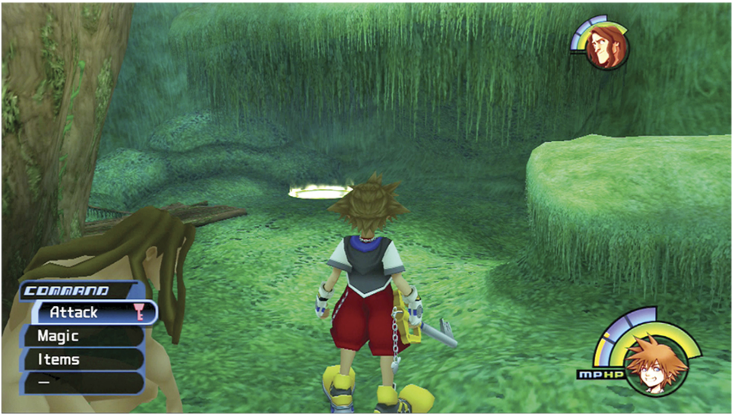
Return to the Tree House after you gain the Glide ability. Stand out on the front deck, jump over the railing, and glide over to the suspended boat. The chest inside holds Mythril.

Hidden Item: Protect Chain


?
△ Open
Attack
Magic
Items
Summon
mp
HP

Stand outside on the Tree House deck near the barrel. Jump off the side and glide to the hidden platform around the corner. Climb the ladder to the roof and open the chest on the far end for a Protect Chain.

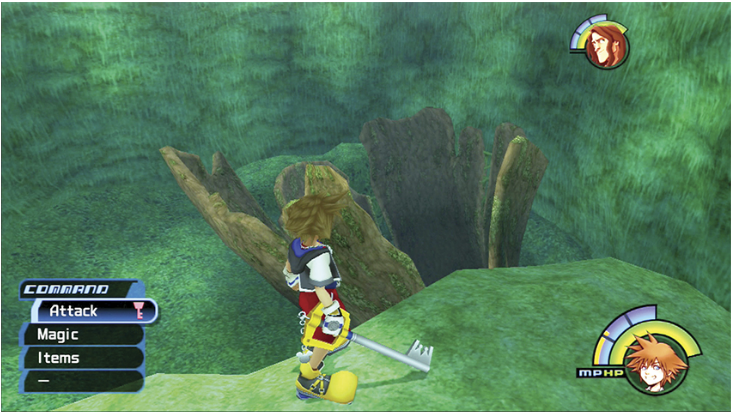

COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

Now it's time to take a leap of faith. Tarzan jumped off the Tree House and fell into the tree canopy below; do the same. Despite the great height, you won't be hurt; you land in the Tunnel area without a scratch.

COMMAND
Attack
Magic
Items
—
MP HP

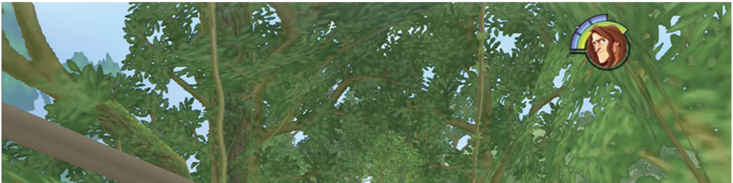
In the Tunnel, jump up to the first small ledge and then up to the second ledge above the save point. Open the chest on the ledge for a Mega-Ether.

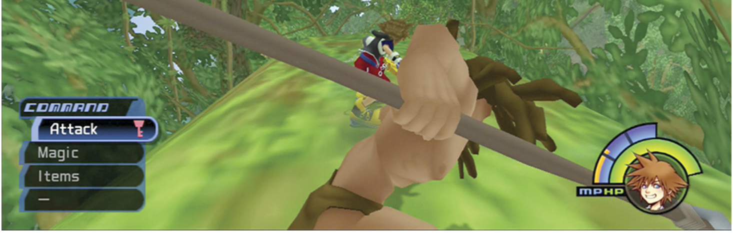

COMMAND
Attack
Magic
Items
—
MP HP

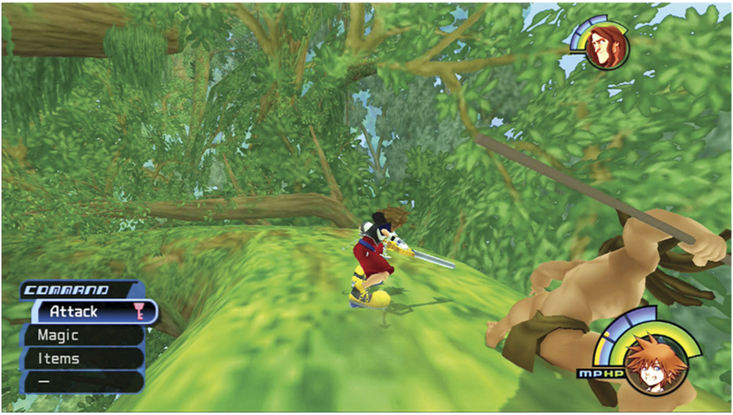
There are two exits from the tunnel. You can use the top exit to enter the Treetop area and explore some of the upper jungle levels. However, because we want to find Jane next, it's best to jump onto the log for some tree surfing.

Tip

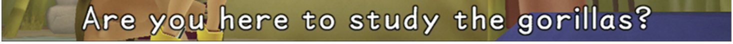
Remember to save your game at every save point you find.




COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

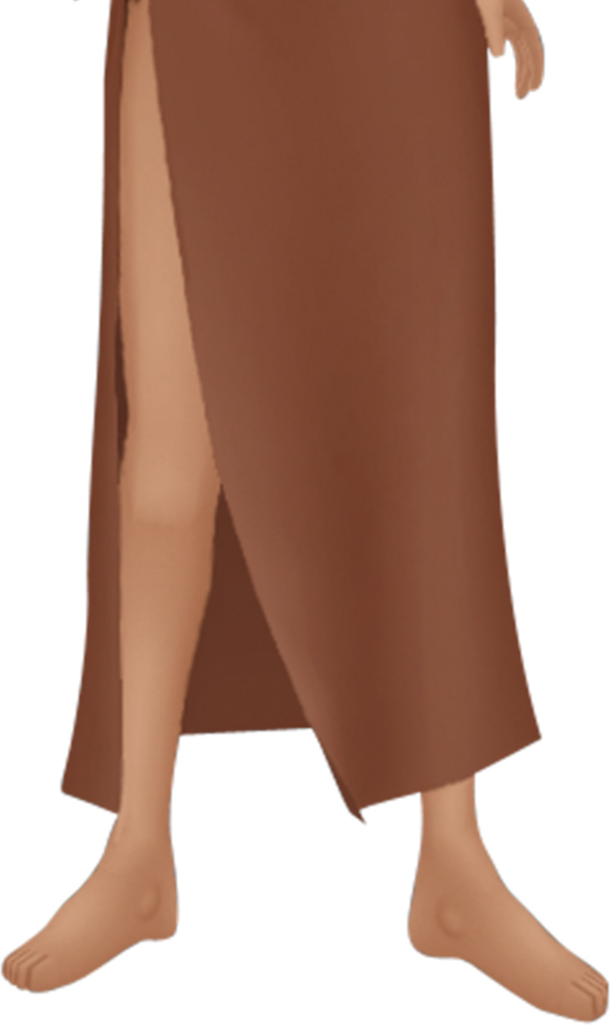
You quickly build up speed as you tree surf down the long, sloping tree branches. You can't fall off the path, though you can steer left and right to avoid obstacles. About halfway down the path, you will have to jump over two trees in a row. If you go for a normal jump, you will likely crash into the second tree; better to execute an attack while in midair to extend your jump and clear both trees. When you reach the end, you automatically catapult off the tree slope and land safely in the Camp area.



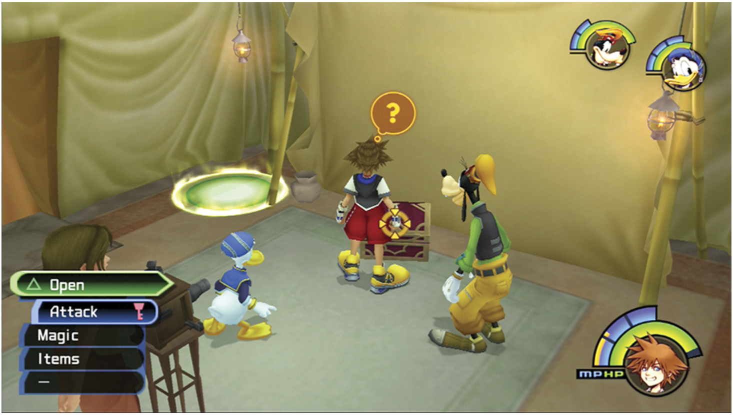
Are you here to study the gorillas?

Enter the tent to your right when you arrive. Inside you'll find Jane Porter and the veteran hunter, Clayton, who serves as Jane's expedition guide. In the tent, you also reunite with Donald and Goofy, who hand you the Protect-G they found.

Jane Porter

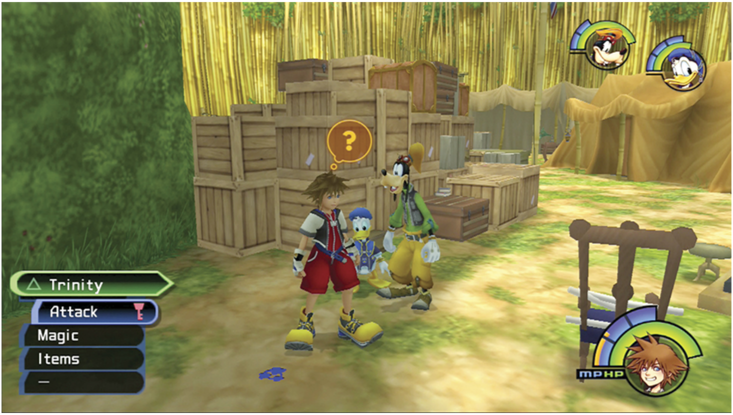


The researcher Jane Porter has come to the jungle to study gorillas in their natural habitat. Courageous and intelligent, Jane explores the jungle despite the dangers and is intent on learning how to help the animals. She befriends Tarzan and is able to translate some of his native tongue for you.

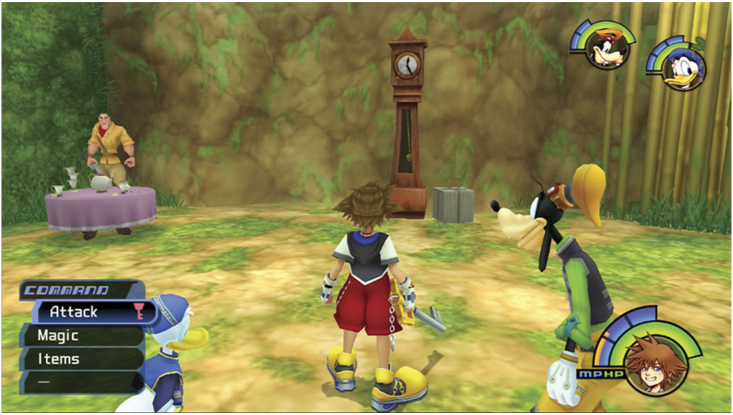

Open
Attack
Magic
Items
—
MP HP

Use the save point in the tent. Now you have a choice of which three characters to take along on each stage of the journey; since there is a blue Trinity Mark just outside the tent, invite Donald and Goofy into the party. Open the chest in the tent to recover a Mythril Shard. Speak to Jane once more before leaving the tent.

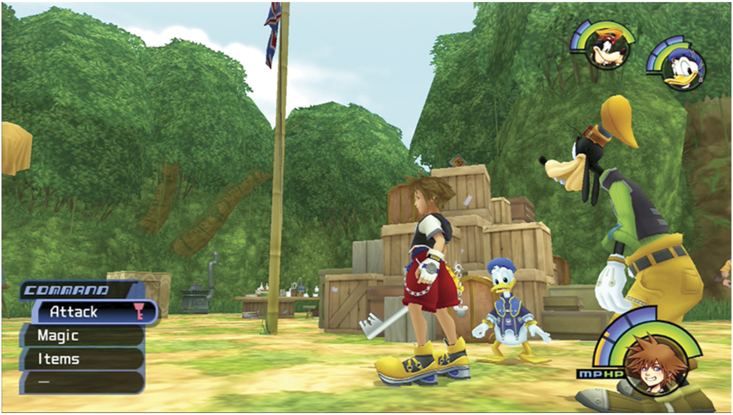
Step 3: Collect Recipes, Notes, and Slides


Trinity
Attack
Magic
Items
—
MP HP

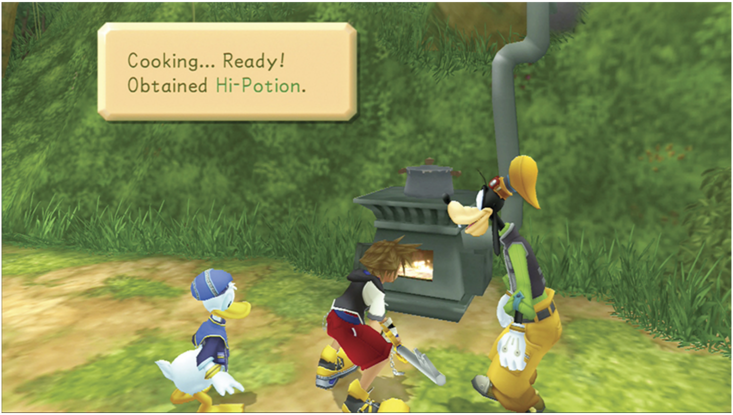
Exit the tent and search for the blue Trinity Mark past the central pile of crates toward the Hippos' Lagoon entrance. Activate the Mark to reveal a chest with Dalmatians 34, 35, 36.


COMMAND
Attack
Magic
Items
—
MP HP

Before you retrieve the slides Jane asked for, you can collect various recipes and research notes for rewards. Start with the recipes; the first one is hidden inside the grandfather clock next to Clayton.

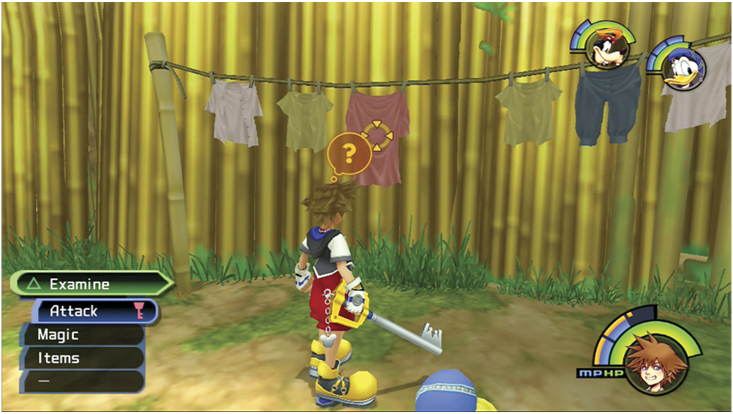

COMMAND
Attack
Magic
Items
—
MP HP

Gather the second recipe from the base of the camp flag pole.

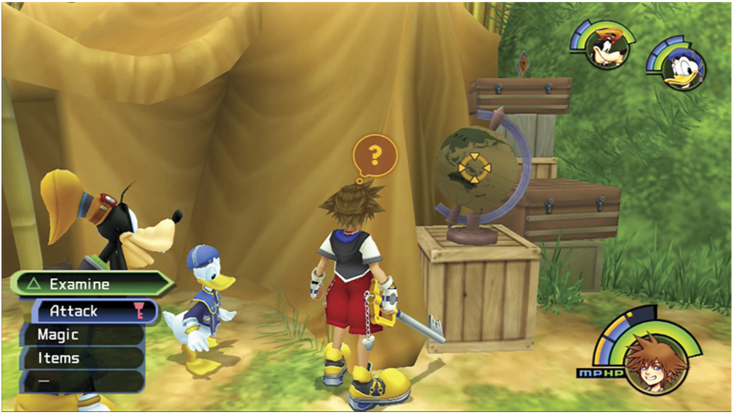


Cooking... Ready!
Obtained Hi-Potion.

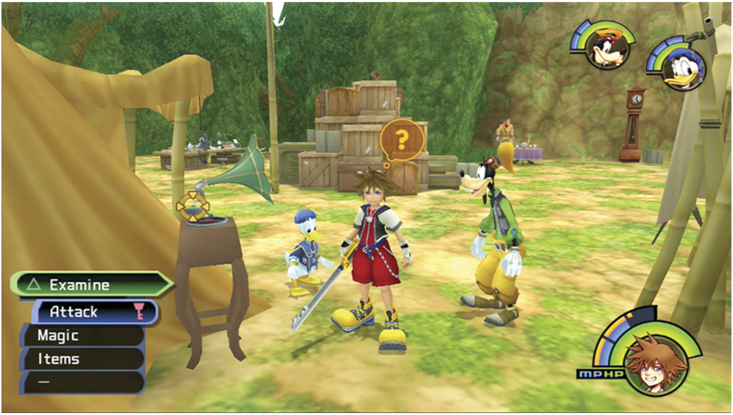
Head to the stove on the side of the camp. Strike the door to open it, target the inside, then cast Fire into the empty stove. It lights, and you automatically contribute a Potion to the cooking experiment (if you have one). After a moment, the Potion transforms into a Hi-Potion.


△ Examine
Attack
Magic
Items
—
MP HP

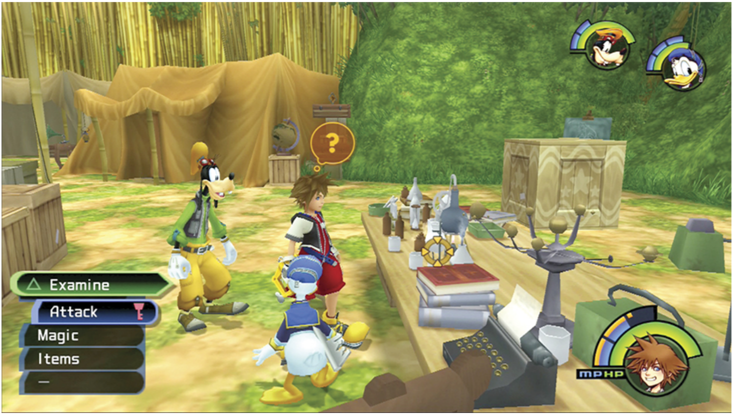
Search for the research notes next. Examine the pink shirt on the clothesline for the first note.


Examine
Attack
Magic
Items
—
MP HP

The second research notes lies next to the glove to the right of the tent opening.

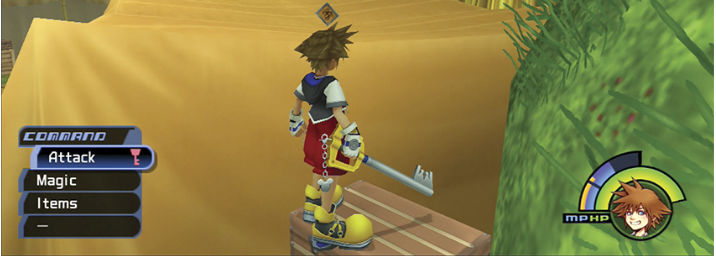

Examine
Attack
Magic
Items
—
MP HP

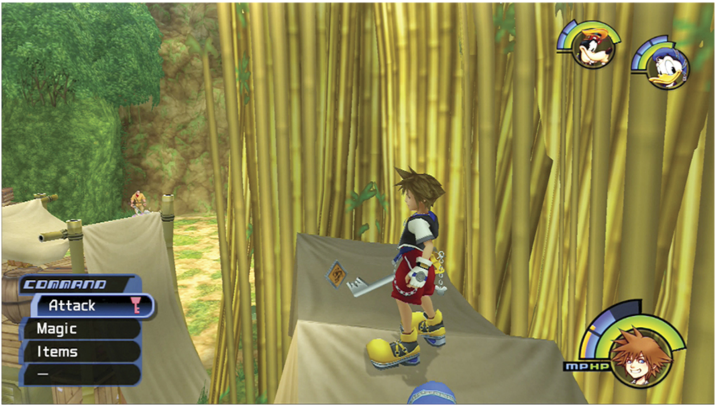
The third research note sits on the table with the gramophone to the left of the tent opening.


Examine
Attack
Magic
Items
—
MP HP

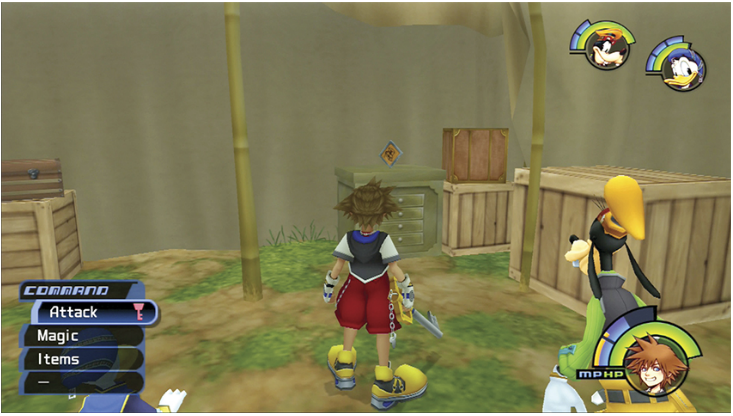
Examine the test tubes on the outdoor table. You automatically place a Potion in a beaker (if you have one) and starting up the lab experiment gives you two Ethers.

COMMAND
Attack
Magic
Items
—
MP HP

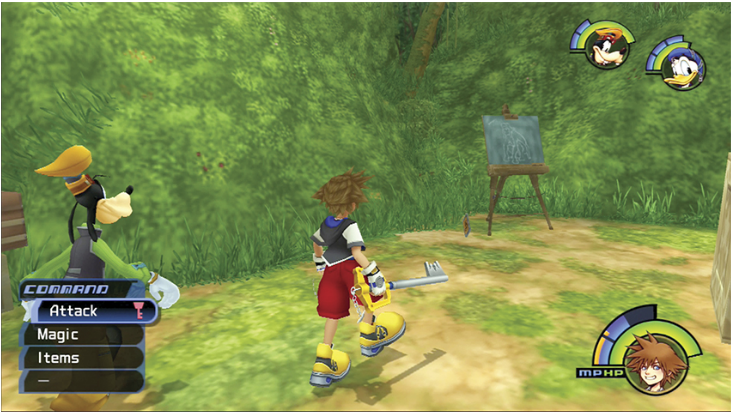

COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

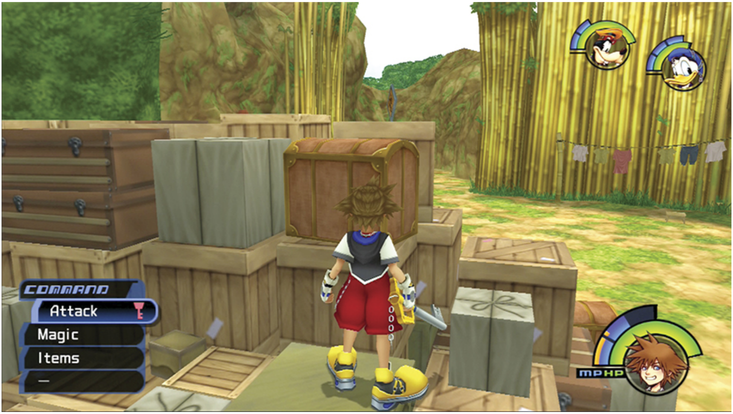
Finally, search the grounds for the six missing slides. You need to climb up the tent to gather the first three. Collect the first slide on the crates to the right of the tent opening, the second slide atop the main tent, and the third slide by following the tent awnings to the very end near the Bamboo Thicket side.


COMMAND
Attack
Magic
Items
—
MP HP

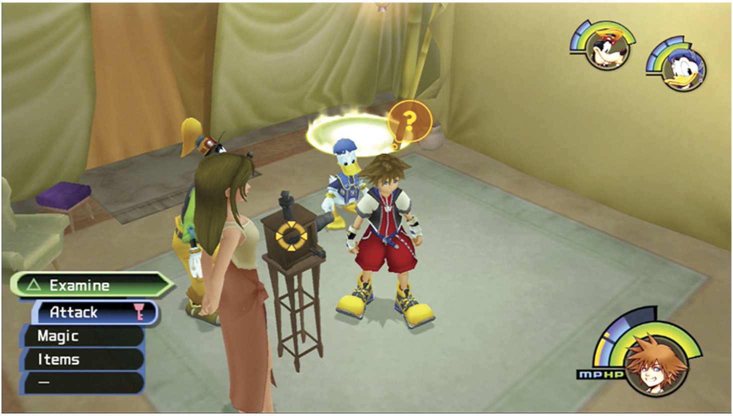
Drop off the awning and look for the fourth slide under the canopy in the corner. Snatch it off the file cabinet next to the crates.


COMMAND
Attack
Magic
Items
—
MP HP

The fifth slide sits on the ground next to the chalkboard.


COMMAND
Attack
Magic
Items
—
MP HP

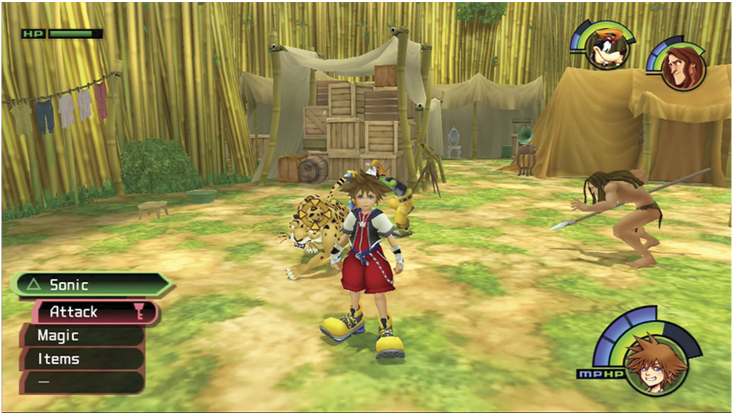
Hop up on top of the big pile of crates and boxes in the middle of the tent. The sixth slide rotates atop one of the crates on the end closest to Clayton.


Examine
Attack
Magic
Items
—
MP HP

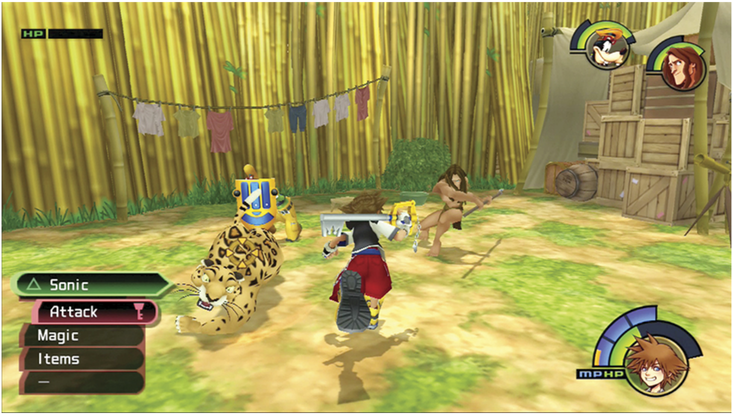
Return to the tent and switch on the projector. You watch all six slides, but nothing jogs Tarzan's memory for your missing friends' locations. Clayton convinces everyone that they must be with the gorillas, and Tarzan offers to lead you to them. Access the save point and switch out Donald or Goofy for Tarzan. If you want a melee-heavy party, swap out Donald; if you want a bit of magic to supplement your attack, swap out Goofy. Save before leaving the tent.

Step 4: Sabor II

HP	90
Strength	12
Defense	11
EXP	15

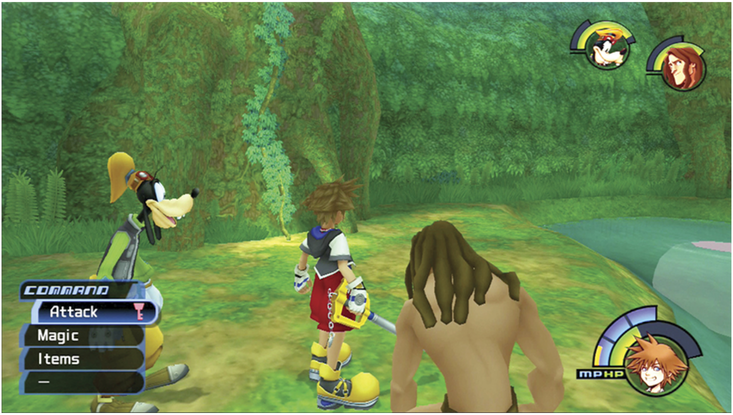

HP
Sonic
Attack
Magic
Items
—
MP HP

Sabor ambushes you as soon as the party exits the tent. If you have Tarzan and Goofy in your party, they will prove strong defenders to block the big cat from attacking you relentlessly. Plan your tactics similarly to the first fight against Sabor.

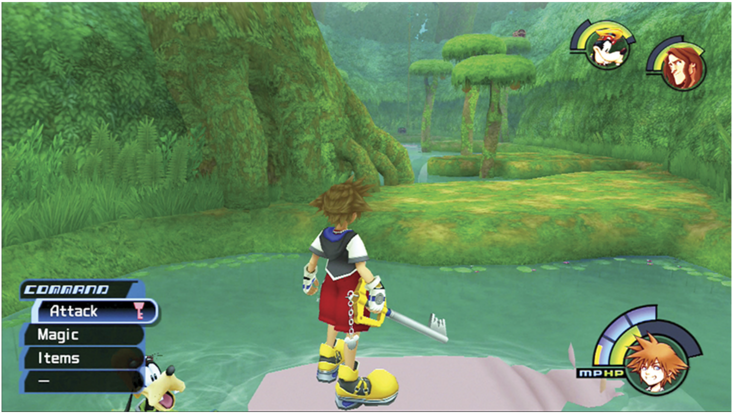

HP
Sonic
Attack
Magic
Items
—
MP HP

Use Dodge Roll constantly to sidestep Sabor's attacks; position yourself behind or to the side of the cat for counterattacking. Watch that you don't get stuck next to the crates or other obstacles about the campsite; on the flip side, if your party can trap Sabor against crate stacks, you can pile on more damage than normal. Keep up the offensive pressure to send the leopard scurrying away.

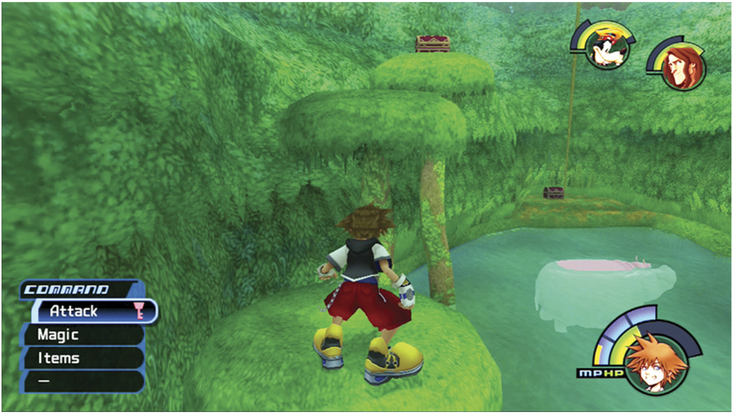
Step 5: Swinging Vines

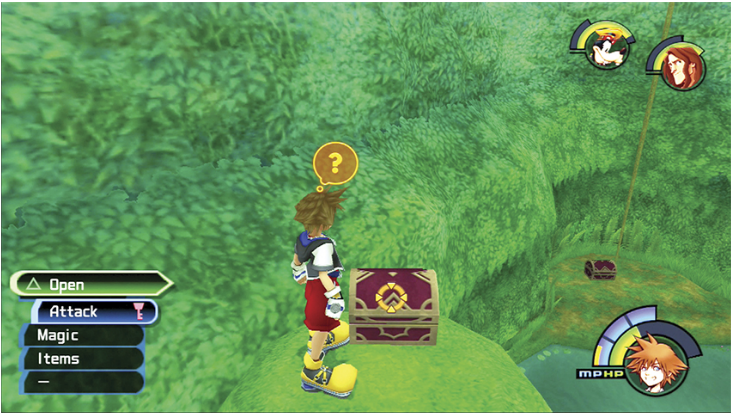

COMMAND
Attack
Magic
Items
—
MP HP

Once you drive Sabor off again, enter the Hippos' Lagoon. Stand on the first grass plot and notice the ivy climbing the wall to your left; you'll use that ivy to climb out of the area when you're finished collecting everything.

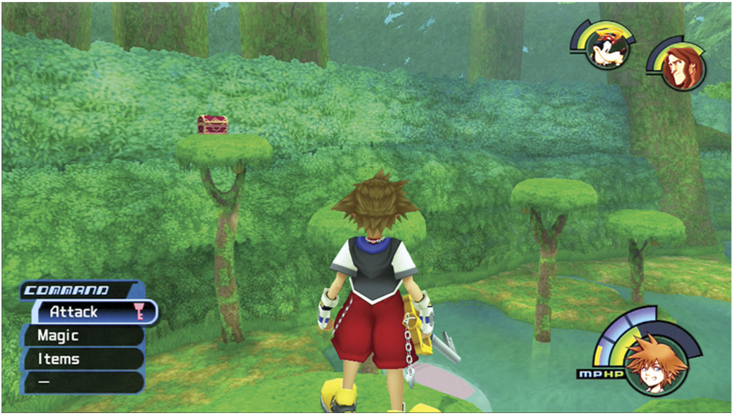

COMMAND
Attack
Magic
Items
—
MP HP

Jump on the back of the hippo floating in the first pond. Aim for the far bank and make the leap across to dry land.

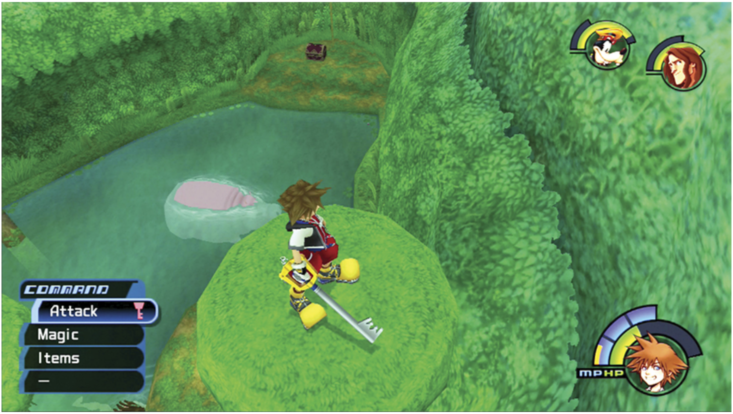

COMMAND
Attack
Magic
Items
—
MP HP


?
△ Open
Attack
Magic
Items
—
MP HP

Dive into the next pond and swim to the land to your left. Climb out of the water and hop up on the first tree platform. Turn toward the far end of the Hippos' Lagoon and look for a red chest two platforms above you. Jump up there to claim your Mega-Potion reward.


COMMAND
Attack
Magic
Items
—
MP HP

Return to the previous tree platform. Turn to look on the opposite side of the Lagoon and you'll spot a treasure chest on the highest tree platform. It may not look like it, but you can jump from your current platform across the pond to the tree platform next to the hippo that sinks and rises in the water. Do a long jump and attack near the end of the leap to extend the jump onto the far tree platform. Make one more jump up to the highest platform and open the chest for a Meteor-G.


COMMAND
Attack
Magic
Items
—
MP HP

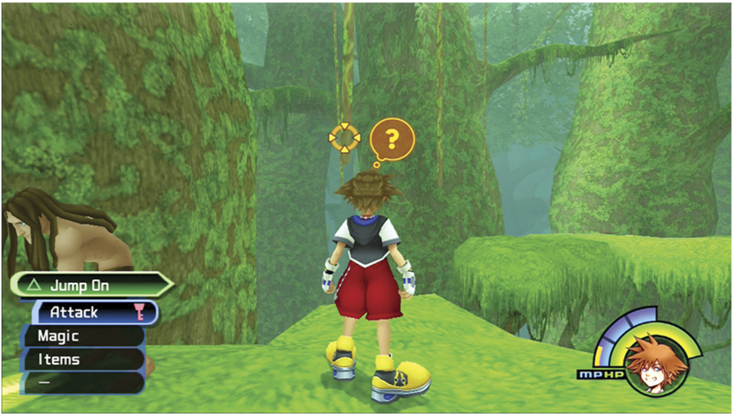
Standing high up on your platform, look down and make the long leap down to the back of the floating hippo near the far end of the Lagoon. Jump from the hippo's back to the far shore and open the treasure chest there for Dalmatians 25, 26, 27.

COMMAND
Attack
Magic
Items
—
MP HP

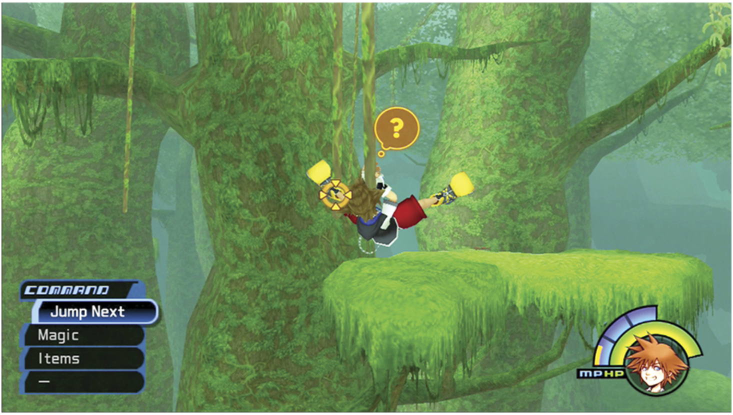
You can climb two tree vines to reach the Vines area above. Because you don't want to miss a whole area, return to the land near the entrance and climb that vine to the next area.

Note

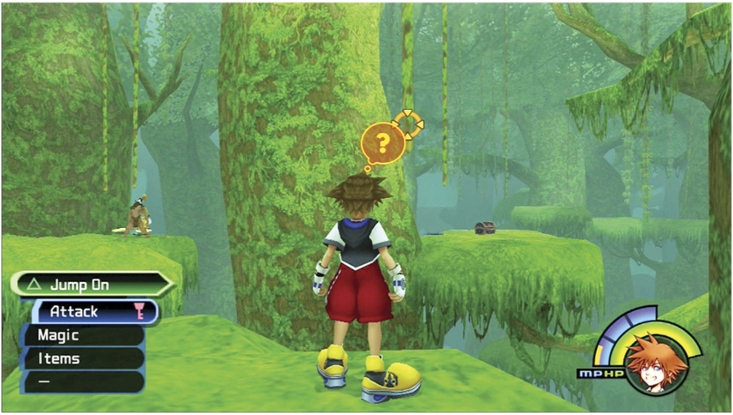
Examine the first flower in the Vines area to unlock the vine-swinging mini-game. See the "Mini-Games" chapter for more details.

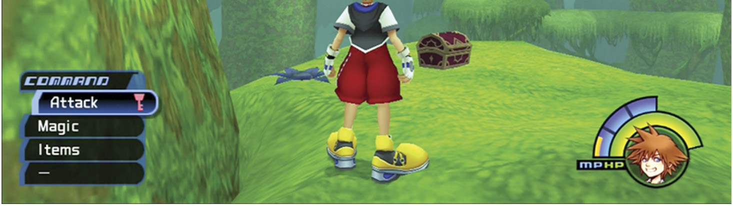

△ Jump On
Attack
Magic
Items
—
MP HP

Save at the save point and prepare for some vine swinging! When you auto-target a vine, jump up and grab it and let your momentum swing back and forth.

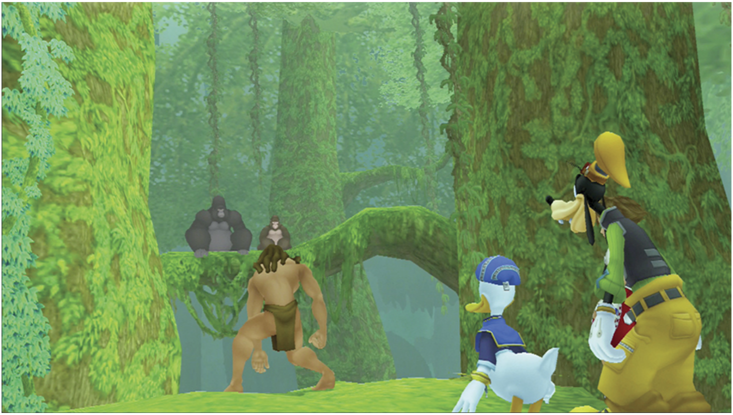

COMMAND
Jump Next
Magic
Items
—
MP HP

As you do, a target will appear on vines that are available to swing on; you can jump back and forth to these vines to swing from tree platform to tree platform.

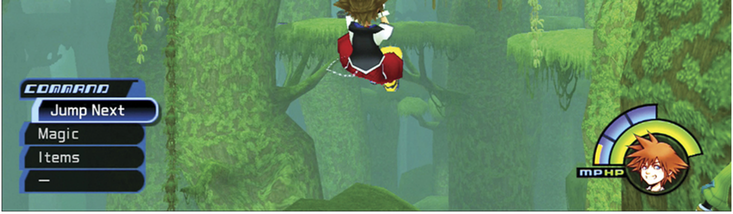

△ Jump On
Attack
Magic
Items
—
MP HP

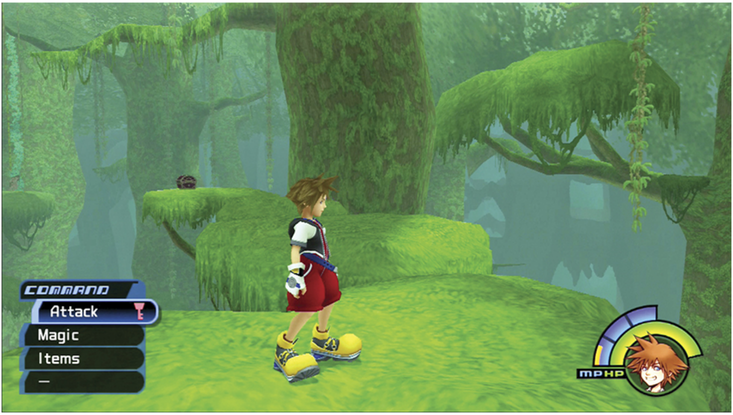

COMMAND
Attack
Magic
Items
—
MP HP

Moving from vine to vine, swing to the center tree branch and search to the right of where you left your party behind. You'll see a treasure chest partially hidden behind the large tree ahead. Swing over and open the chest to receive Mythril.

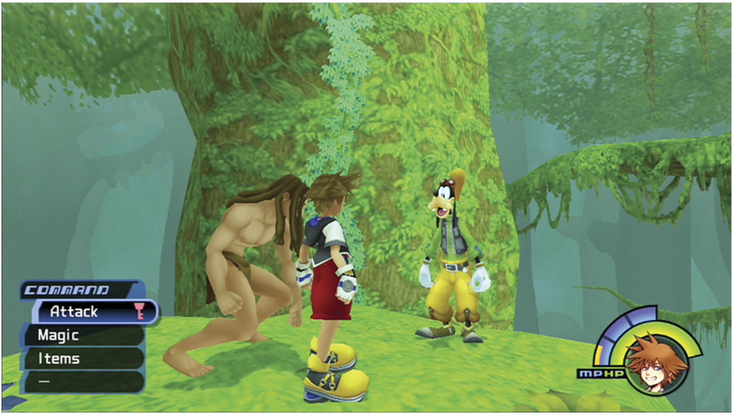


Grab the vine on the other side of the chest and swing over a long line of treetops. Look for a spot that goes between two trees and under a branch for the entrance to the Vines 2 area. When you enter, Tarzan speaks to Kerchak and then the big gorilla wanders off toward the Tree House.

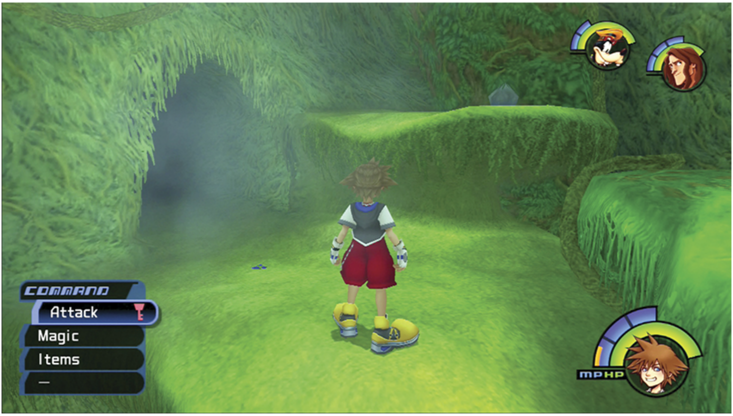

COMMAND
Jump Next
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

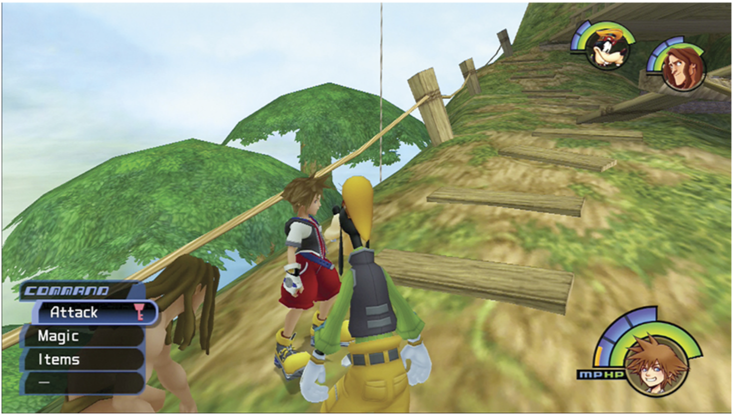
Jump up and grab the nearest vine. Swing over to the nearby platform and jump over to the final tree platform on the end. Here you'll find a treasure chest which releases Dalmatians 28, 29, 30.


COMMAND
Attack
Magic
Items
—
MP HP

Return to the platform with your party. Climb the vine on the nearby tree to enter the Climbing Trees area.


COMMAND
Attack
Magic
Items
—
MP HP

Circle around the central tree until you reach the gap. Jump the gap and use the blue Trinity Mark to gain a Thundara-G. If Tarzan is in your party, you can use the exit on the opposite end of the area to go through the Treetop area to find the save point in the Tunnel and swap him out for Donald.


COMMAND
Attack
Magic
Items
—
MP HP

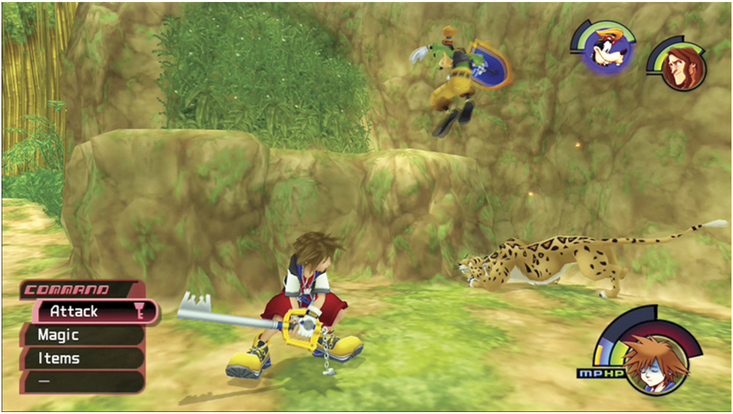
Enter the Tree House from the Climbing Trees' exit next to the Trinity Mark. You arrive just in time to interrupt Clayton from silencing one of the baby gorillas, though Kerchak is now extremely wary of all of you. To take a shortcut to your next encounter, head over to the path leading to the Climbing Trees, but instead of walking down the path, jump over the side railing. This drops you safely into the Cliff area.

Step 6: Sabor III

HP	90
Strength	12
Defense	11
EXP	15

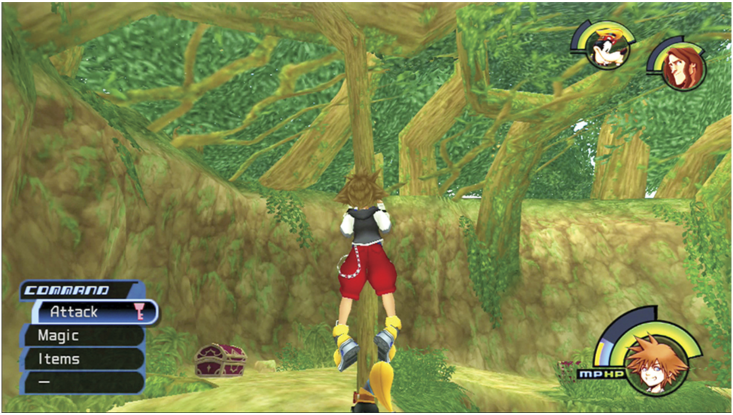
COMMAND
Attack
Magic
Items
—
MP HP

When you drop into the Cliff area, Sabor pounces. In the area's close confines, dodging is essential. Once again, Dodge Roll becomes invaluable if you want to escape heavy damage from Sabor's claws.

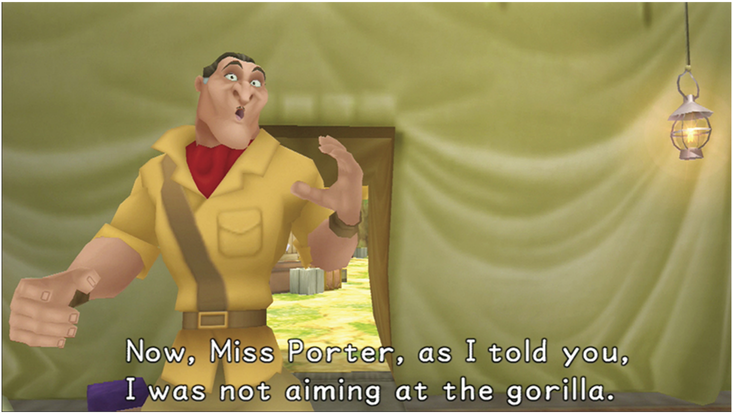

COMMAND
Attack
Magic
Items
—
MP HP

Tarzan is huge help against Sabor here. Combined with Goofy, they can hold off Sabor while you dodge her leaps and counterattack with magic or quick strikes here and there. It won't take long to drive Sabor off into the undergrowth.

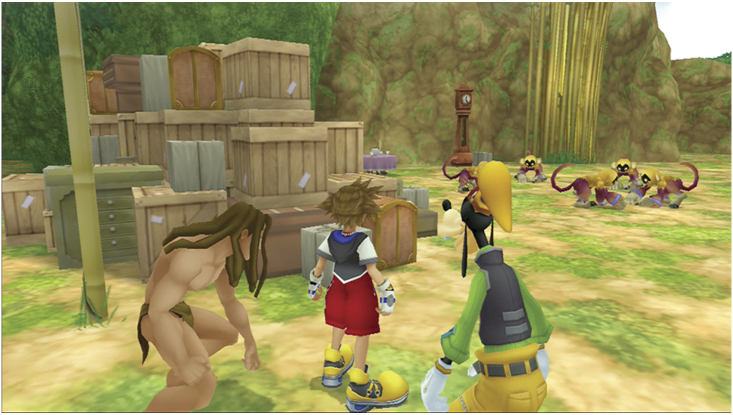
Step 7: Gorilla Rescue


COMMAND
Attack
Magic
Items
—
MP HP

Before you leave the Cliff area, climb the vine next to the back ledge. Atop the ledge you'll discover two chests, one with a Mythril Shard and one with a Mega-Potion.


Now, Miss Porter, as I told you,
I was not aiming at the gorilla.

Back at the Tent, Clayton tries to talk his way out of his attack on the gorillas, but no one is listening. He leaves the expedition to strike out on his own. The Heartless are about to invade the jungle, so add Tarzan to your party for some extra muscle before you leave the Tent.



When you exit the Tent, you see a gorilla surrounded by a new Heartless opponent—a Powerwild. These monkey-like Heartless bounce around and can hit you from all sides if you stand still in the battlefield. Keep on your toes and use area-effect abilities as often as possible. As soon as you beat all the Powerwilds in the campsite and save the gorilla, you gain a Protect-G as a reward.

POWERWILD

Area: Olympus Coliseum; Deep Jungle; Monstro; End of the World

Statistics:	
HP	30 / 120
STR	12 / 35
DEF	11 / 27
EXP	4 / 90
MP Recovery	15 / 47
Attack Type:	-

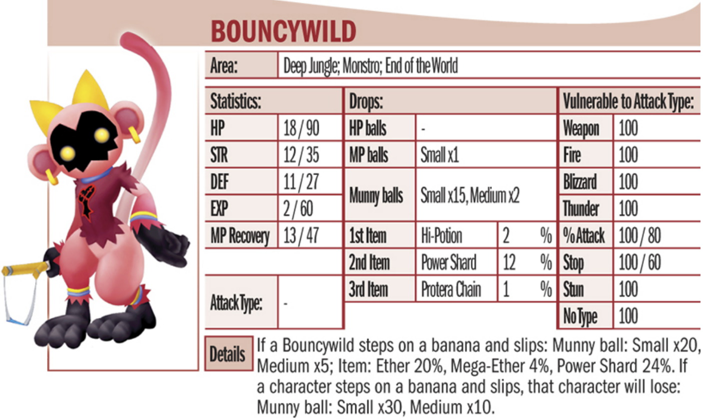
Drops:			
HP balls	Small x3		
MP balls	-		
Munny balls	Small x4		
1st Item	Potion	2	%
2nd Item	Power Shard	8	%
3rd Item	Protera Chain	0.5	%

Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details If a Powerwild steps on a banana and slips--Munny ball: Small x20, Medium x5; Item: Ether 20%, Mega-Ether 4%, Power Shard 16%.

Obtained Shell-G.

Continue rescuing gorillas in the four remaining areas: Bamboo Thicket, Cliff, Climbing Trees, and Tree House. You receive a Fire-G in the Bamboo Thicket, an Aeroga-G in the Cliff, another Aeroga-G in the Climbing Trees, and a Shell-G in the Tree House. You may run into some Bouncywilds during your Heartless combats. If so, attack them first to nullify their ranged slingshots against your party; when you defeat them, they explode into loads of munny. Return to the Tent after you've collected all your rewards and talk to Jane again. Save and select your favorite party configuration for the final boss fights ahead.



BOUNCYWILD

Area:	Deep Jungle; Monstro; End of the World

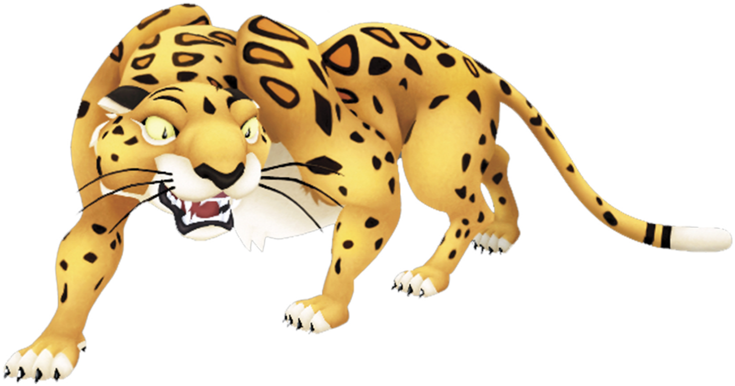
Statistics:	
HP	18 / 90
STR	12 / 35
DEF	11 / 27
EXP	2 / 60
MP Recovery	13 / 47
Attack Type:	-

Drops:			
HP balls	-		
MP balls	Small x1		
Munny balls	Small x15, Medium x2		
1st Item	Hi-Potion	2	%
2nd Item	Power Shard	12	%
3rd Item	Protera Chain	1	%

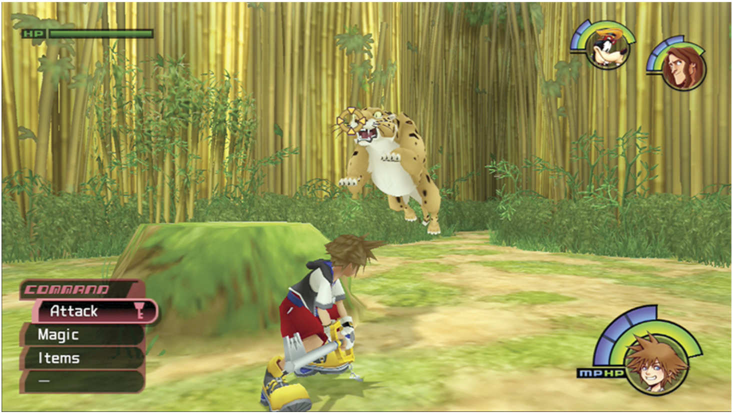
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
%Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details If a Bouncywild steps on a banana and slips: Munny ball: Small x20, Medium x5; Item: Ether 20%, Mega-Ether 4%, Power Shard 24%. If a character steps on a banana and slips, that character will lose: Munny ball: Small x30, Medium x10.

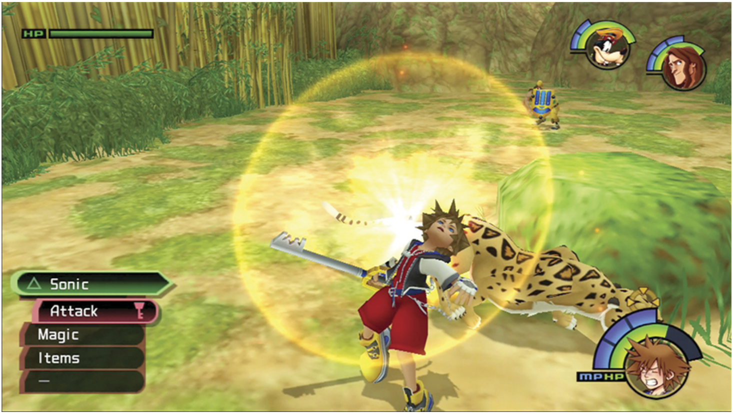
Step 8: Sabor IV

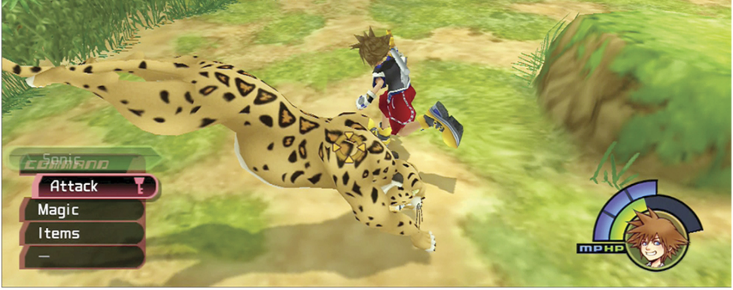


HP	180
Strength	12
Defense	11
EXP	150

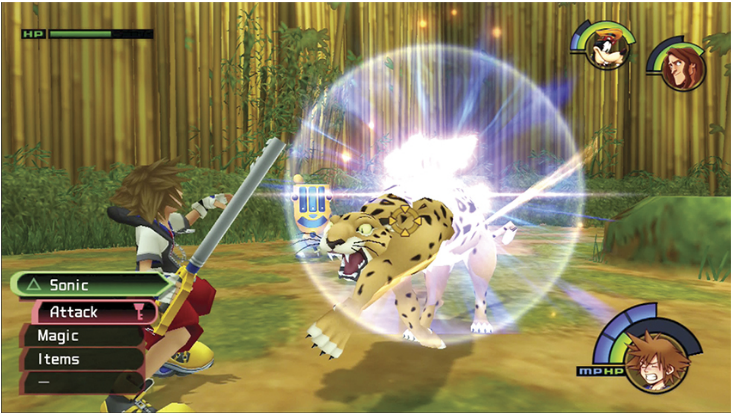

HP
COMMAND
Attack
Magic
Items
—
MP HP

It's time for the final confrontation with Sabor after you find Clayton's pipe. With twice as many hit points as previous battles, Sabor will be a tough foe to best this time around.


HP
Sonic
Attack
Magic
Items
—
MP HP


Sonic
COMMAND
Attack
Magic
Items
—
mp HP

As with all other Sabor battles, the big cat moves fast. Don't let her get behind you or she'll chomp a huge chunk of your hit points away. Dodge to the side and roll behind her to get off your own attacks. Use Tarzan or Goofy as defensive shields if you need a second to orient yourself or drink a potion.


HP
△ Sonic
Attack
Magic
Items
—
mp HP

Activate spells or special abilities whenever you get a chance to target the swift Sabor. In the end, she will fall and you'll have made the jungle that much safer. Your reward for the four boss battles is the White Fang.

Essential Upgrade: White Fang

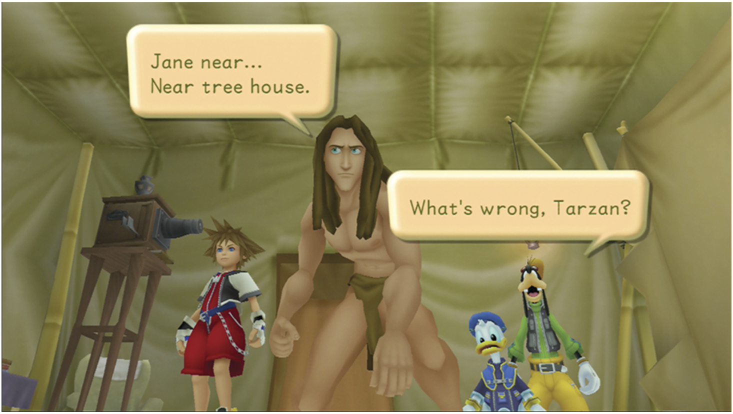
AP +1

STR +1

DEF +1

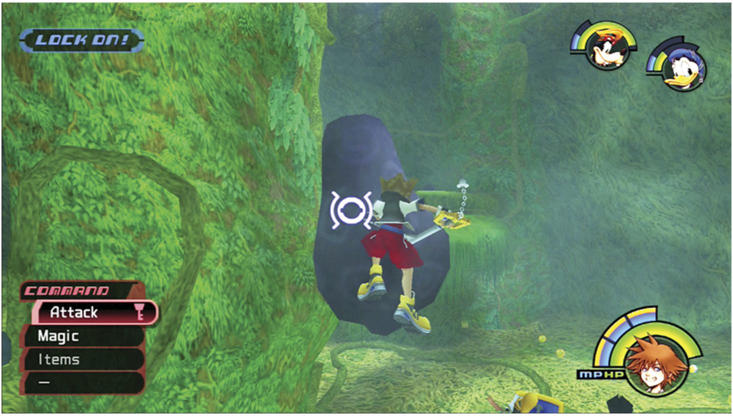
Though White Fang gives you a little bit of everything, it may not be enough of an upgrade for Sora to wear at this stage. Better to hand it off to Donald or Goofy to bolster your companion's stats.

Step 9: Save Jane


Jane near...
Near tree house.
What's wrong, Tarzan?

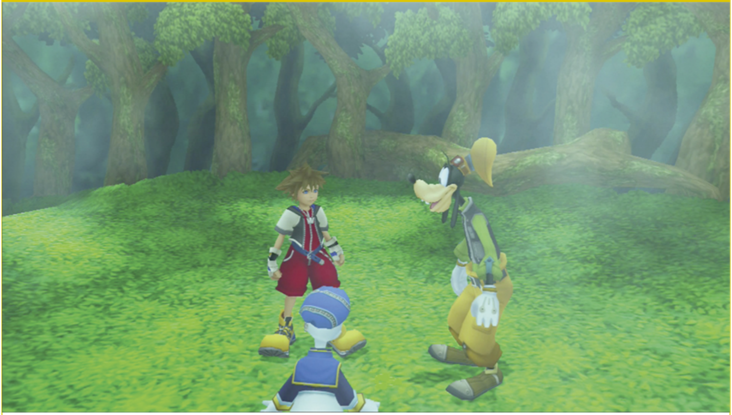
Back at the Tent, Jane and the gorilla Terk have been kidnapped. Tarzan senses that they have headed toward the Tree House, so that's the direction you should take too.

LOCK ON!
COMMAND
Attack
Magic
Items
—
MP HP


LOCK ON!
COMMAND
Attack
Magic
Items
—
MP HP

Wave after wave of Heartless will assault you in the Climbing Trees area. You can't beat them through standard combat. Instead, lock on the grotesquely huge black fruit growing on the main tree. While the others hold off the Heartless, leap up and slash at the black fruit until it explodes. Jane tells you that Clayton kidnapped them and is now headed to hunt down all the other gorillas. Leave Jane safe here and return to the Tent for a final save before the last boss fights.

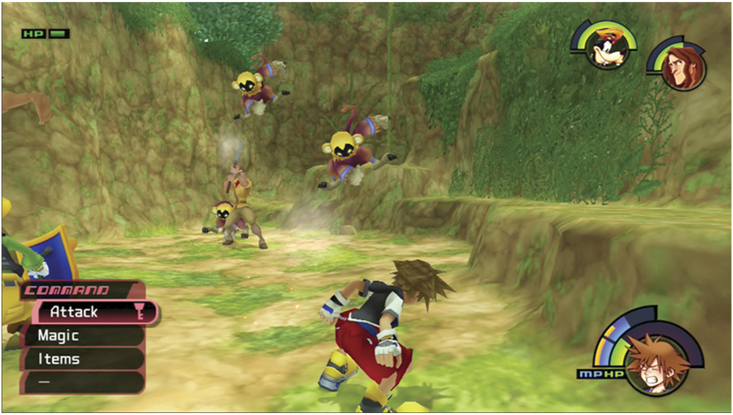
Hidden Item: Mythril Shard

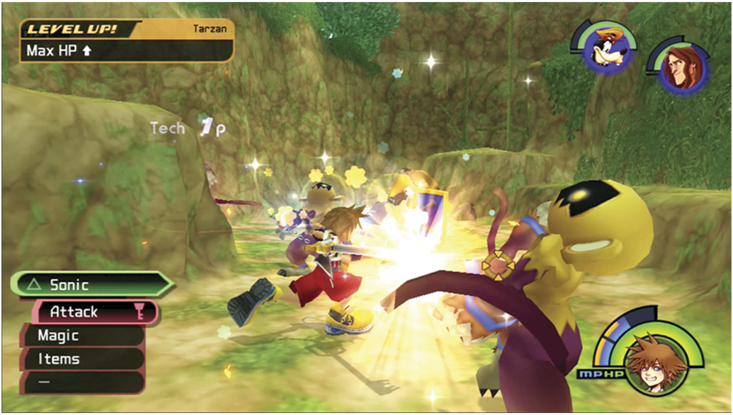


Return to the Treetop area after you learn how to unlock green Trinity Marks. Though hard to see, the Treetop's green Trinity Mark is near the center of the area. With Donald and Goofy in your party, you can trigger the Trinity Mark for a Mythril Shard.

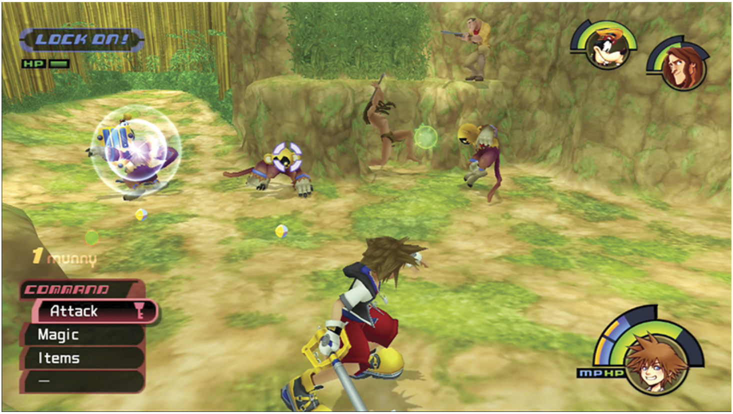
Step 10: Clayton

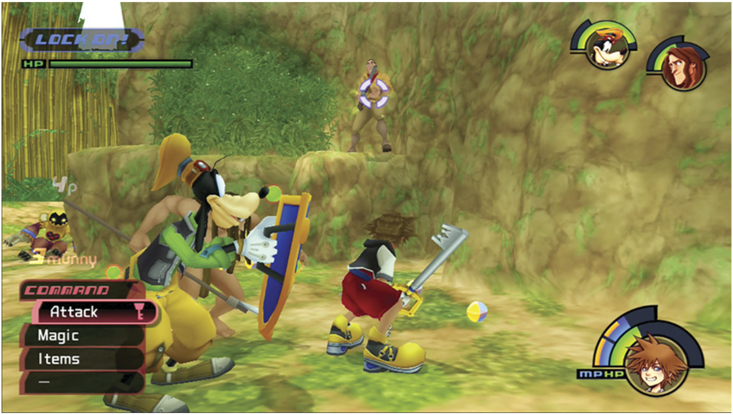
HP	250
Strength	12
Defense	11
EXP	240


HP
COMMAND
Attack
Magic
Items
—
MP HP


LEVEL UP!
Tarzan
Max HP ⬆
Tech 1 P
△ Sonic
Attack
Magic
Items
—
MP HP

The good news is that you only have to bring Clayton down to half his hit points to end part one of the boss fight against the veteran hunter. The bad news is that he has a horde of Powerwilds to run interference for him. Swat the initial rush of Heartless aside and track down Clayton as soon as possible.


LOCK ON!
HP
1 munny
COMMAND
Attack
Magic
Items
—
MP HP


LOCK ON!
HP
4 P
3 munny
COMMAND
Attack
Magic
Items
—
MP HP

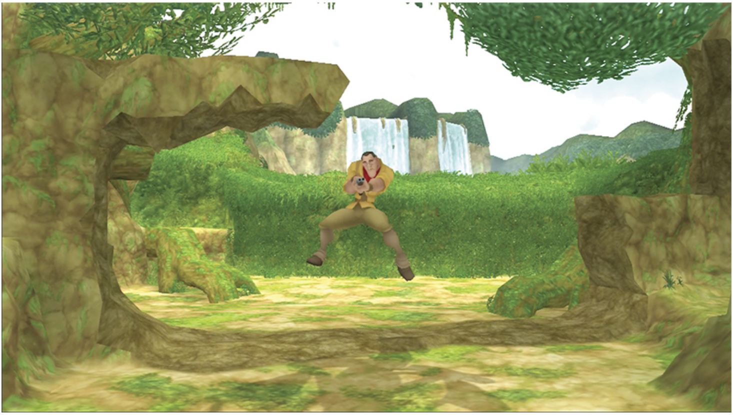
While the rest of your party deals with the Powerwilds, lock onto Clayton and concentrate all your efforts on bringing him down. Clayton jumps around agilely, making it difficult to strike him with combos, and he likes to hide atop the upper ledges and shoot down on you. Leap up after him to force him down to the ground and Dodge Roll if he aims at you.

When you cut him down in half, the first battle ends. However, the cliff wall behind Clayton detonates and his pet invisible mount rumbles onto the battlefield.

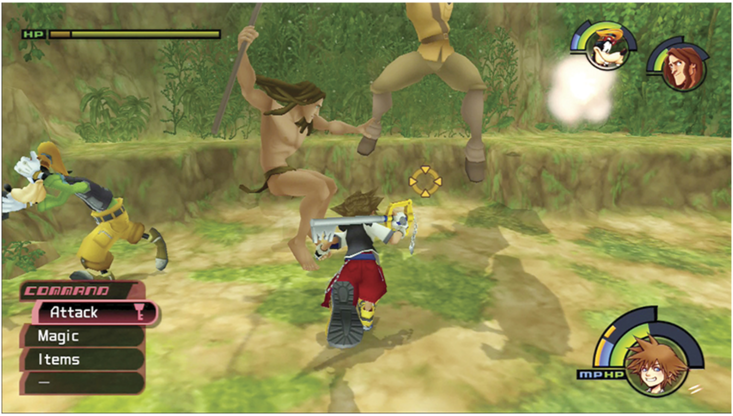
Step 11: Clayton & Stealth Sneak

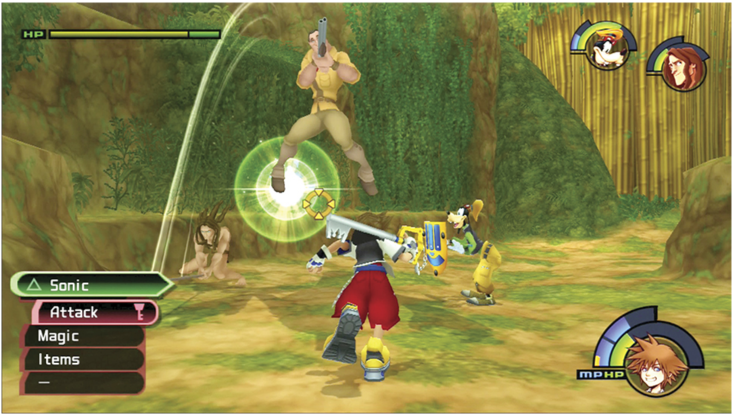
HP	250
Strength	12
Defense	11
EXP	240

HP	750
Strength	12
Defense	11
EXP	30



Clayton rides atop the invisible Stealth Sneak. Lock onto the creature and use Clayton as your guide to its position. If Clayton isn't pointing his gun at you, then you're in a good spot; it's even better if you see Clayton's back.

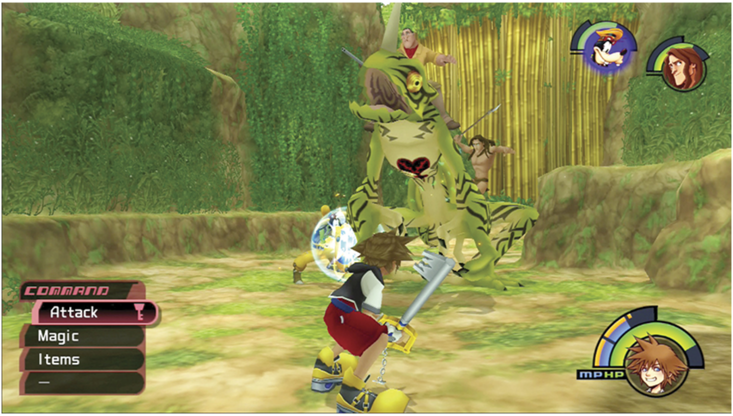

HP
COMMAND
Attack
Magic
Items
—
MP HP


HP
△ Sonic
Attack
Magic
Items
—
MP HP

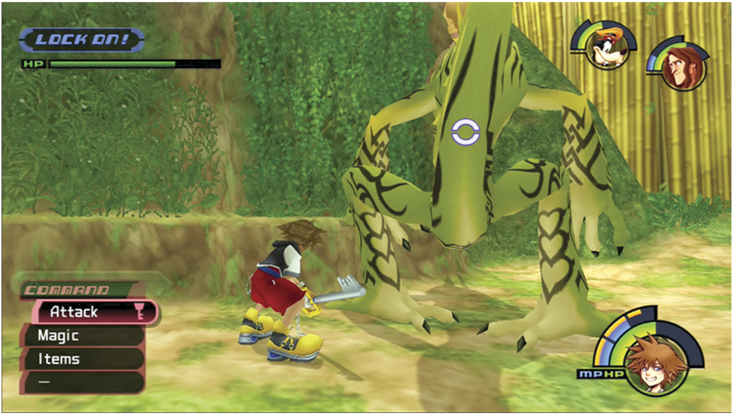
Surround the Stealth Sneak with your party and pound away at the beast. If you have the Scan ability, you'll see the creature's HP total in the top left of your screen. Its first yellow bar indicates when it's invisible; remove that yellow bar with damage and the Stealth Sneak turns visible.

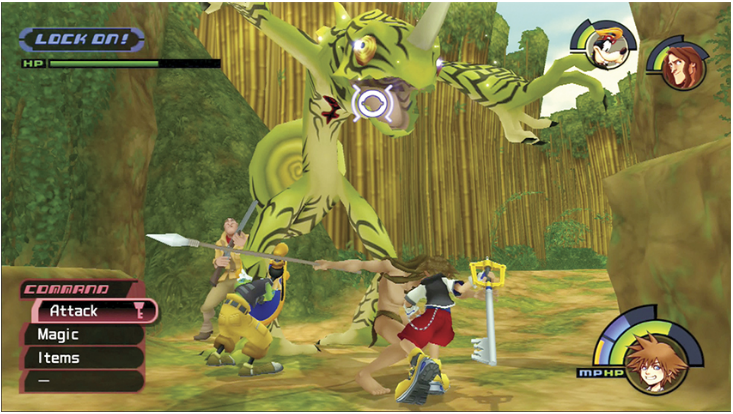
Tip

Cast Thunder to strike both Clayton and the Stealth Sneak at the same time!

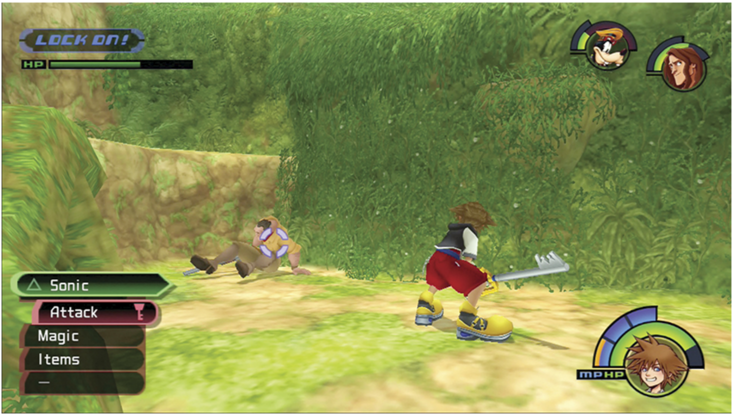

COMMAND
Attack
Magic
Items
—
MP HP

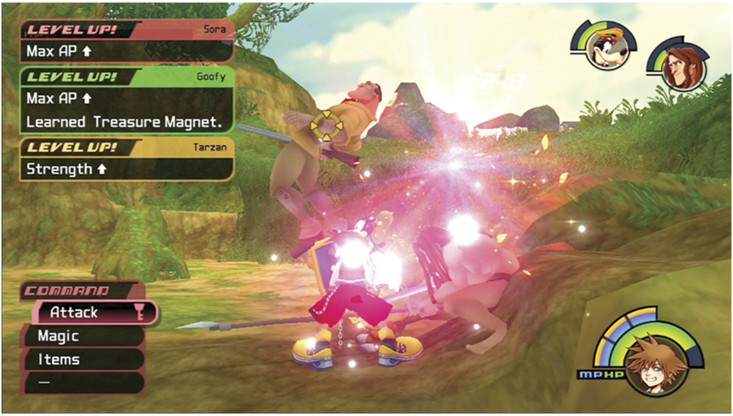
Once the Stealth Sneak is visible, Clayton dismounts. You have two difficult targets to worry about now. Stay with the Stealth Sneak and watch for when it hunches over. This signifies a charge; use your Dodge Roll or jump to move away from its mouth and attack from the sides or rear.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
—
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
—
MP HP

Continue your assault and drink a potion if you or your companions drop low on hit points. At range, cast your magic until you've used it up. Switch to close combat then and regain some MP before repeating the process. Once the Stealth Sneak is down, you only have to deal with Clayton.


LOCK ON!
HP
Sonic
Attack
Magic
Items
—
MP HP


LEVEL UP! Sora
Max AP ⬆
LEVEL UP! Goofy
Max AP ⬆
Learned Treasure Magnet.
LEVEL UP! Tarzan
Strength ⬆
COMMAND
Attack
Magic
Items
—
MP HP

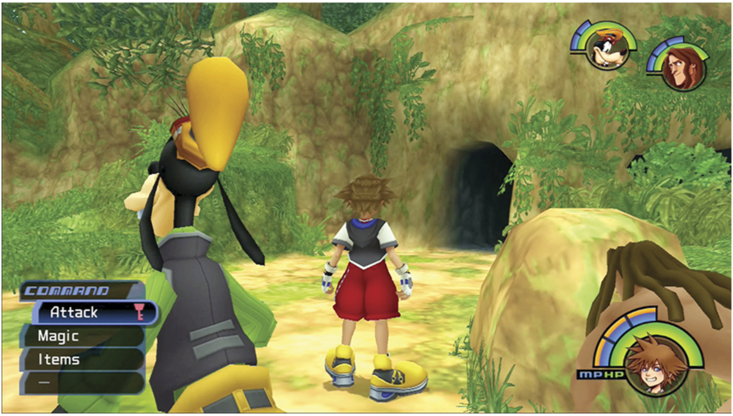
Rely on the tactics you used earlier to defeat Clayton. With your previous success and the defeat of the heftier Stealth Sneak, Clayton won't last long. You receive the Cure spell at the end of the battle.

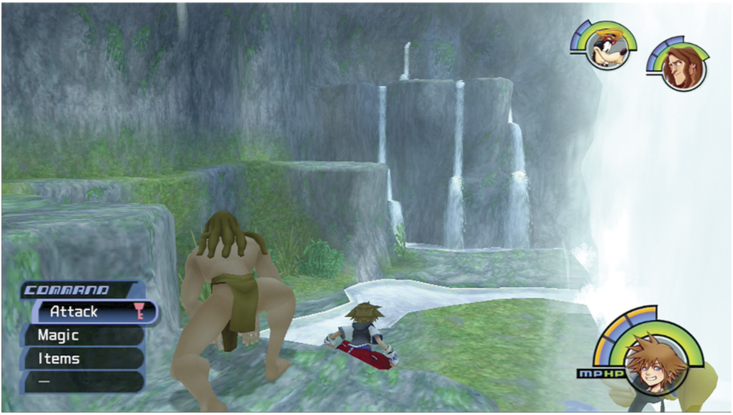
Essential Upgrade: Cure Spell

Healing Magic

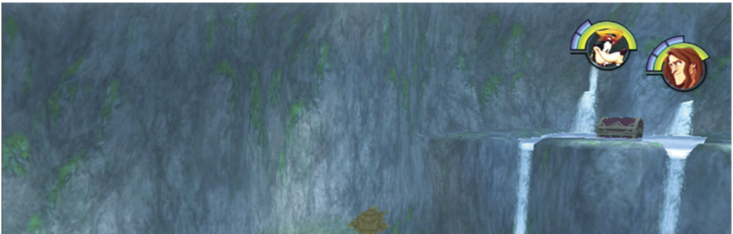
Up until this point you had to rely on Donald's magic and potion to heal. No longer. Set this spell to your Customize menu and leave it there. Any time you're in trouble in combat, fire off a Cure to heal back up. When you run out of MPs, use your potions until you regain enough magic to Cure again.

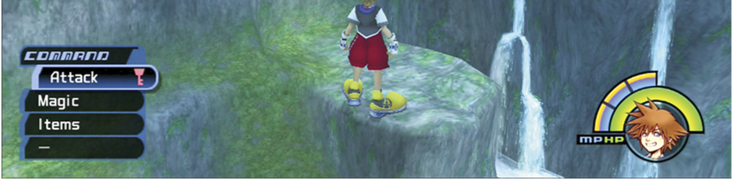
Step 12: Lock the Jungle


COMMAND
Attack
Magic
Items
—
MP HP

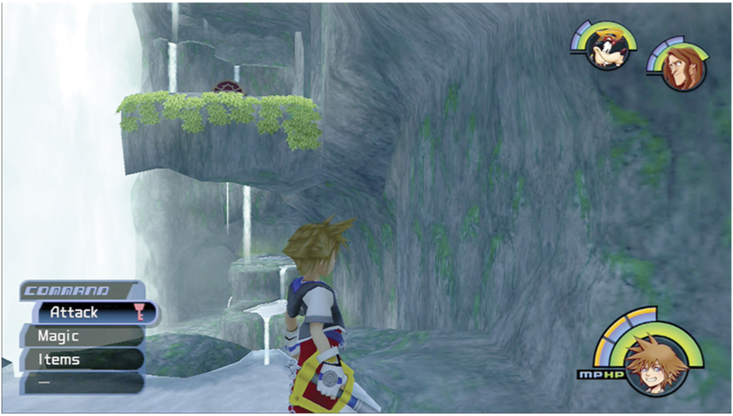

COMMAND
Attack
Magic
Items
—
MP HP

For saving the gorillas from Clayton, Kerchak throws everyone up on the ledge next to the Waterfall Caverns. Enter the caves and walk past the waterfall.

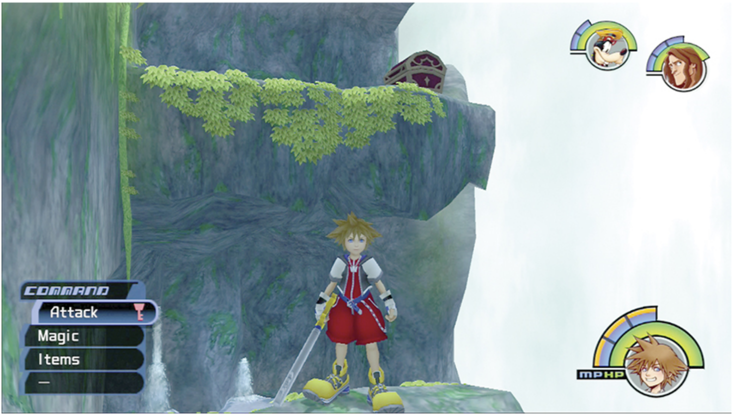


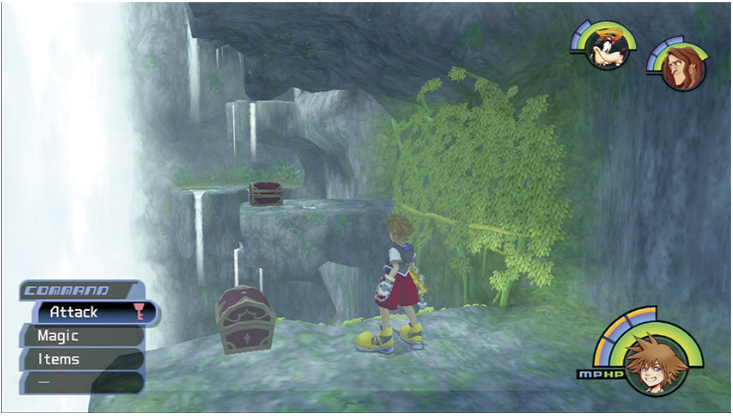

COMMAND
Attack
Magic
Items
—
MP HP

Continue up the ledges until you reach the back ledge. Sitting in the pool is a red chest with a Mythril Shard.

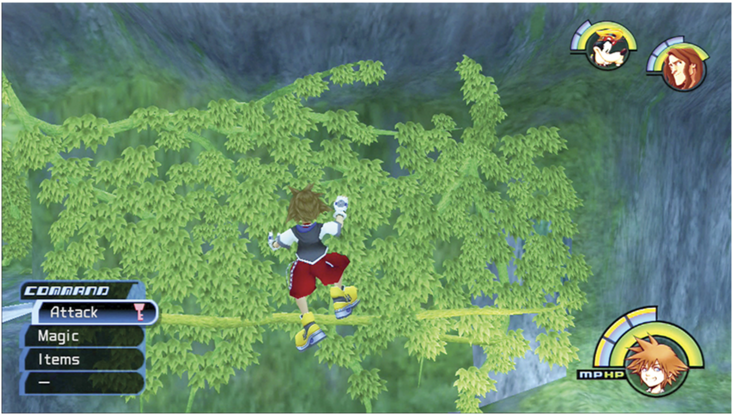

COMMAND
Attack
Magic
Items
—
MP HP

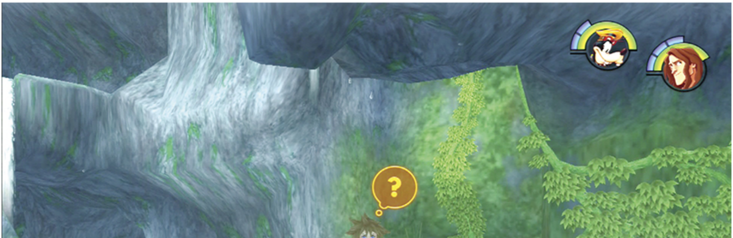
Turn around and look up at the adjacent moss-covered ledge. Leap out and up, grab the ivy, and flip up to the ledge. A chest on this ledge gives you Dalmatians 31, 32, 33.

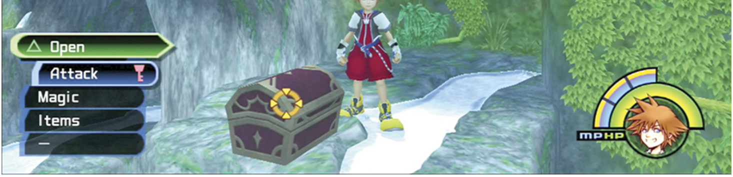

COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

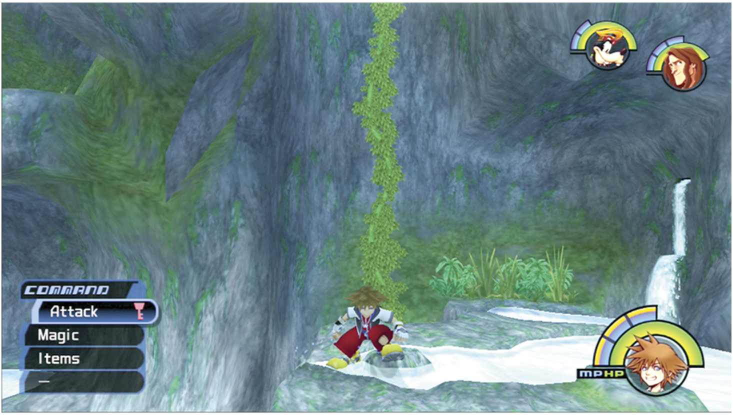
Turn around and leap up to the next moss-covered ledge above you. A chest on this ledge offers you Mythril.

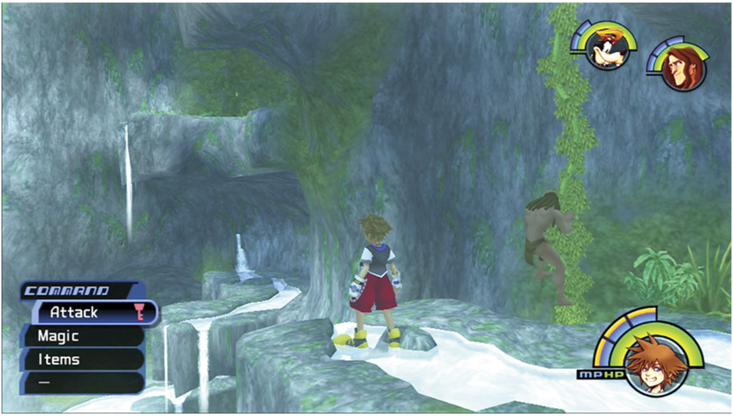

COMMAND
Attack
Magic
Items
—
MP HP



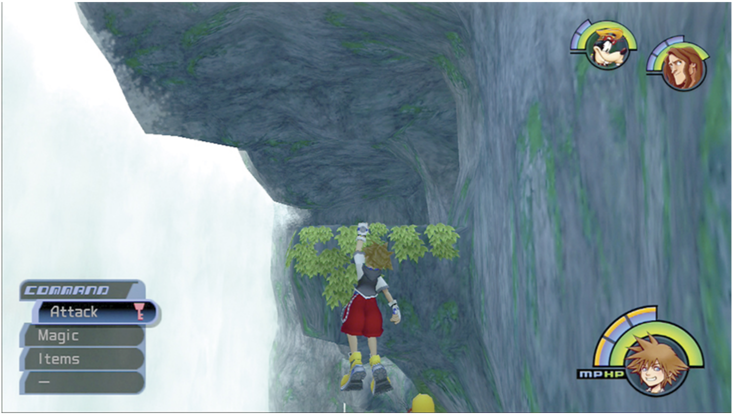

△ Open
Attack
Magic
Items
—
MP HP

Notice a wall of moss spanning the ledge with your current chest and the next chest on the nearby ledge. Grip this moss and climb across it horizontally until you're close to the far ledge. Hop off the moss and land on the ledge. Open the chest there for Orichalcum.

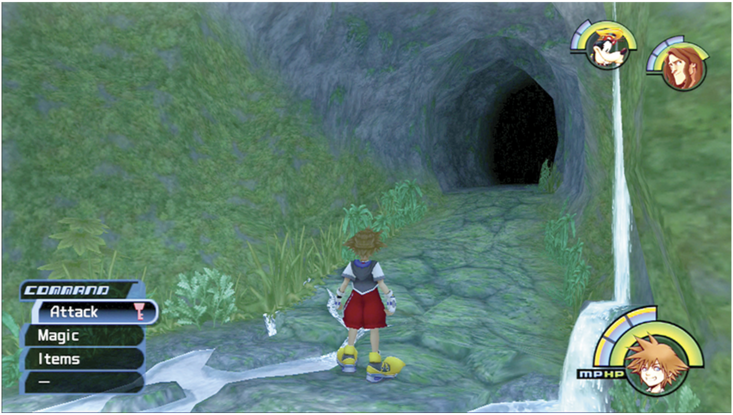

COMMAND
Attack
Magic
Items
—
MP HP


COMMAND
Attack
Magic
Items
—
MP HP

Climb up the vine on the wall behind the chest. Near the top, leap backward off the vine and land on the nearby ledge.


COMMAND
Attack
Magic
Items
—
MP HP

Look up for the tallest ledge and leap up to grab the edge. Pull yourself up for an overlook of the entire cavern.


COMMAND
Attack
Magic
Items
—
MP HP

From the tallest ledge, leap off to the outcropping back toward the entrance. The path leads up to a mysterious exit.

You discover the Deep Jungle's keyhole in this secret area. As soon as you seal it off, you receive another Navi-G Piece. Before you depart the world, Tarzan hands you the Jungle King key chain. Equip it for an upgrade to your weapon. You also learn how to unlock red Trinity Marks. It looks like it's time to revisit Traverse Town to collect what you missed and unlock some brand-new areas.

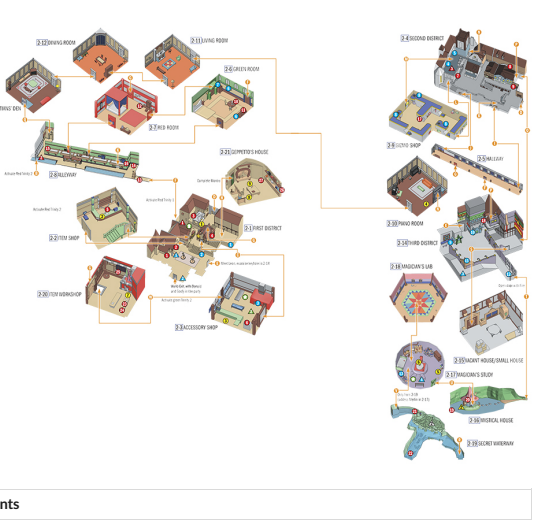
Essential Upgrade: Jungle King

ATK 5

STR +2

Each time you receive a new key chain, you want to upgrade. It's no different with the Jungle King, even if this long blade seldom deals critical blows. More regular damage, though, means the Heartless will fall faster under your rain of combos.

Traverse Town (Revisited)



Opponents

Name	Shadow	Soldier	Large Body	Red Nocturne	Blue Rhapsody	Yellow Opera	Green Requiem	Air Soldier
HP	13	24	160	24	24	24	15	33

Name	Search Ghost	Darkball	Defender	Wyvern	Wizard	White Mushroom	Leon	Guard Armor	Opposite Armor
HP	45	60	27-Aug	135	75	-	120	700	900

Items

No.	Item	Location	Condition
1	Defense Up	2-1	Use Blizzard to extinguish all the candles
2	Postcard	2-1	Activate blue Trinity 1
3	Postcard	2-1	Open the safe after meeting Leon
4	Postcard	2-1	Climb onto the roof using crates
5	Postcard	2-2	Hit ceiling fan
6	Mythril Shard	2-3	-
7	Mega-Potion	2-4	Jump off roof or from the stone lamp
8	Mythril Shard	2-4	Meet Donald and Goofy
9	Postcard	2-4	Jump off the wall
10	Elixir	2-6	Address Leon or Yuffie
11	Mythril	2-6	Set clock
12	Pretty Stone	2-7	-
13	Dalmatians 4, 5, 6	2-8	Activate red Trinity 1
14	Potion	2-8	-
15	Potion	2-8	-
16	Pretty Stone	2-8	-
17	Postcard x2	2-9	Activate clock
18	Postcard	2-14	Climb roofs in 2-4 and look in the corner
19	Dalmatians 1, 2, 3	2-16	Use Mermaid Kick or Glide
20	Power Up	2-16	Activate yellow Trinity 2
21	Dalmatians 10, 11, 12	2-19	-
22	Navi-Gummi	2-19	Complete Hollow Bastion
23	Dalmatians 7, 8, 9	2-20	-
24	Mythril Shard	2-20	-
25	Postcard	2-20	Examine poster
26	Postcard	2-21	Examine b owl
27	Wishing Star	2-21	-

Characters

No.	Character	Location	Purpose
1	Cid	2-1	Runs Gummi Shop (after Deep Jungle)
2	Huey, Dewey & Louie	2-2	Run Item Shop, also sell weapons
3	Cid / Salesperson	2-3	Runs Accessory Shop
4	Pongo & Perdita	2-10	Reward the return of Dalmatian puppies
5	Fairy Godmother	2-17	Bestows summon spells
6	Merlin	2-17	Offers training in magic
7	Moogles	2-20	Run Item Workshop
8	Geppetto	2-21	Rewards fighters with model gummi ship blueprints
9	Pinocchio	2-21	Gives frequent visitors a blueprint

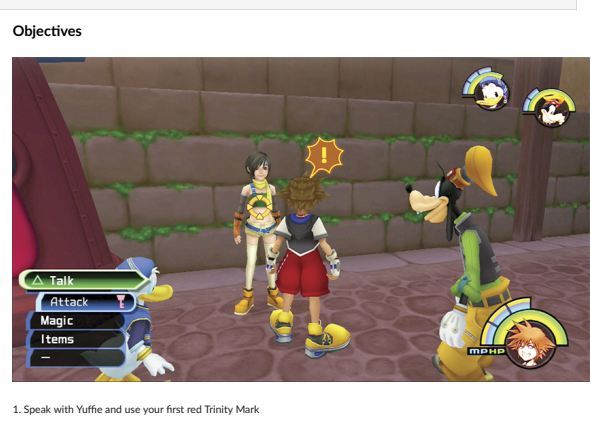
Special Objects

No.	Prop	Location	Purpose
1	Crates	2-1	Steps to item no. 4
2	Mailbox	2-1	Mail Postcards (total of 10)
3	Fireplace	2-3	Light with Fire: chimney emits smoke
4	Bell Rope	2-4	Express Keyhole
5	Ladder	2-4	Can only be used once Donald and Goofy have teamed up with Sora
6	Pictures	2-6	Give hints on time (see item no. 11)
7	Clock	2-6	Hit cogwheel to make item no. 11 appear
8	Switch	2-9	Activates clock (see item no. 17), condition: see cable
9	Cable	2-14	Use Thunder on it to activate switches in Gizmo Shop
10	Keyhole	2-14	Opens gates to First District (2-1) after first encounter with Leon
11	Statue	2-14	Tribute to Lady and the Tramp
12	Door	2-14	Open with Fire
13	Old Book	2-16	Access to Hundred Acre Wood

Trinities

Trinity	Location	Purpose
▲	2-1	Teleports to Postcard (item no. 13)
▲	2-1	Munny
▲	2-14	Camping Set, munny
▲	2-17	Mega-Ether, munny
▲	2-1	Opens passage to Alleyway (2-8)
▲	2-8	Opens passage to Secret Waterway (2-19)
▲	2-4	Opens recess with bell rope
▲	2-3	Opens passage to Item Workshop
▲	2-16	Power Up (item no. 24) is accessible
▲	2-19	Orichalcum

Objectives



1. Speak with Yuffie and use your first red Trinity Mark

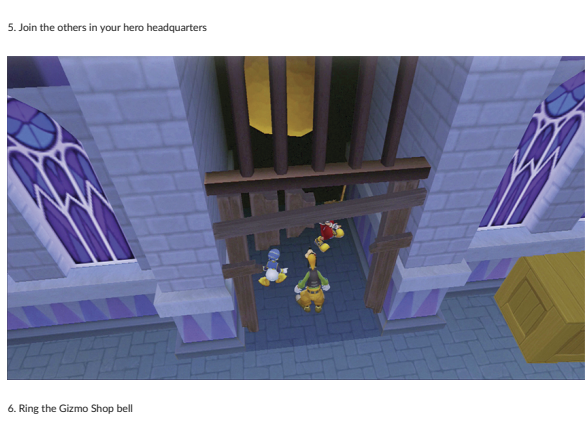
2. Visit the Secret Waterway

3. Talk to Cid about gummi ships

4. Meet up with Merlin and the Fairy Godmother

One day, a swarm of Heartless took over our world!

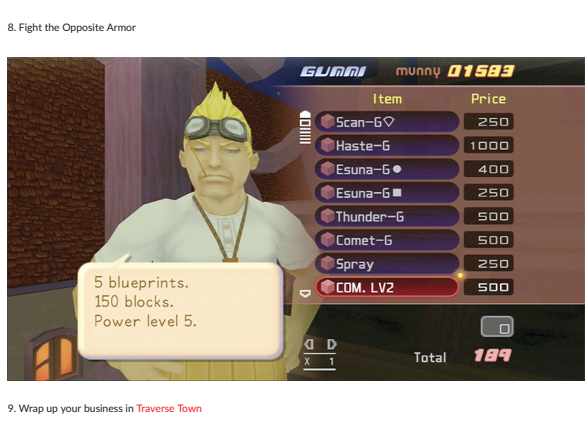
5. Join the others in your hero headquarters



6. Ring the Gizmo Shop bell

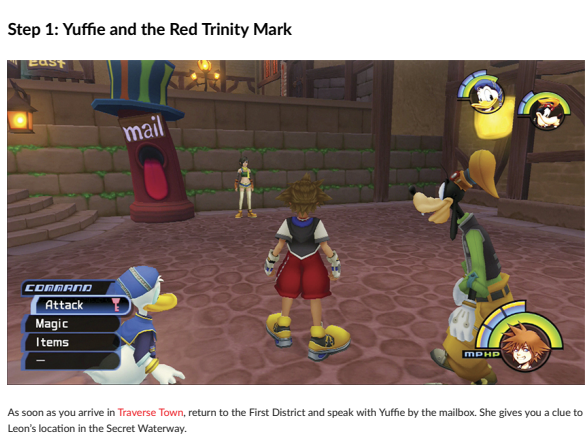
7. Fight the Guard Armor II

8. Fight the Opposite Armor



9. Wrap up your business in Traverse Town

Step 1: Yuffie and the Red Trinity Mark



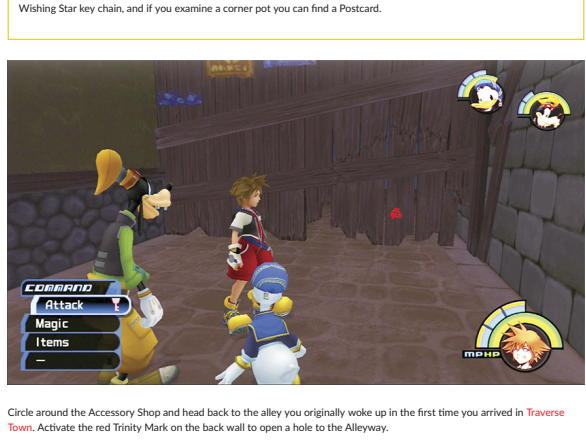
As soon as you arrive in Traverse Town, return to the First District and speak with Yuffie by the mailbox. She gives you a clue to Leon's location in the Secret Waterway.

Tip

If you have the munny to spend, visit the Accessory Shop and the Item Shop to upgrade equipment and restock potions.

Hidden Items: Wishing Star, Chocobo Blueprint, and Postcard

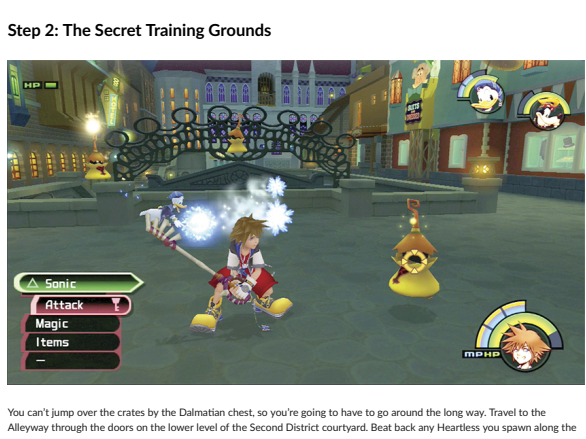
Once you complete the Monstro world, return to Traverse Town and you'll discover Geppetto has his own house up the stairs from the Accessory Shop. Each time you visit with Geppetto, he will give you a new gummi ship blueprint. Visit Geppetto 30 times and he may offer you the rare Chocobo Blueprint. The box inside Geppetto's workshop contains the Wishing Star key chain, and if you examine a corner pot you can find a Postcard.



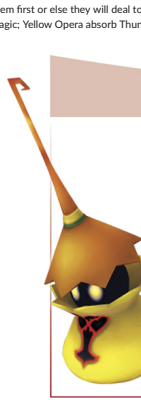
Circle around the Accessory Shop and head back to the alley you originally woke up in the first time you arrived in Traverse Town. Activate the red Trinity Mark on the back wall to open a hole to the Alleyway.

You emerge behind the crates you couldn't climb on the other side of the Alleyway. This secret access leads you to a red chest which holds Dalmatians 4, 5, 6.

Step 2: The Secret Training Grounds

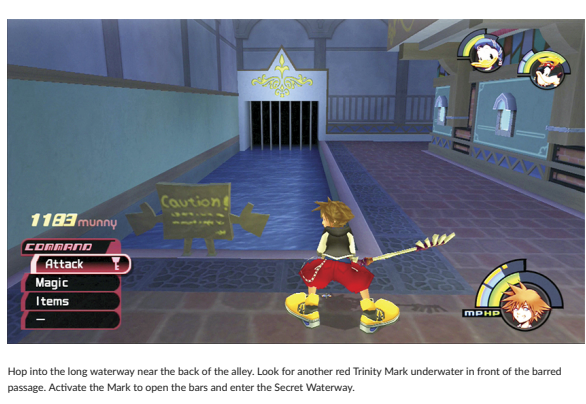


You can't jump over the crates by the Dalmatian chest, so you're going to have to go around the long way. Travel to the Alleyway through the doors on the lower level of the Second District courtyard. Beat back any Heartless you spawn along the way, including the Yellow Opera, which you'll likely encounter for the first time here. As with the other ranged casters, attack them first or else they will deal too much damage from the perimeter. You can use any attack to destroy them, except Thunder magic; Yellow Opera absorb Thunder magic and actually heal from it.



YELLOW OPERA

Area:	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Neverland; Hollow Bastion; End of the World						
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	24 / 60	HP balls	-			Weapon	100
STR	15 / 35	MP balls	Small x1, Large x1			Fire	100
DEF	12 / 27	Munny balls	Small x4			Blizzard	100
EXP	3 / 60					Thunder	0
MP Recovery	14 / 43	1st Item	Ether	1	%	%Attack	100 / 80
		2nd Item	Thunder Shard	8	%	Stop	100 / 60
Attack Type:	Thunder	3rd Item	Thundara Ring	0.5	%	Stun	100
						No Type	100
Details	-						



Hop into the long waterway near the back of the alley. Look for another red Trinity Mark underwater in front of the barred passage. Activate the Mark to open the bars and enter the Secret Waterway.

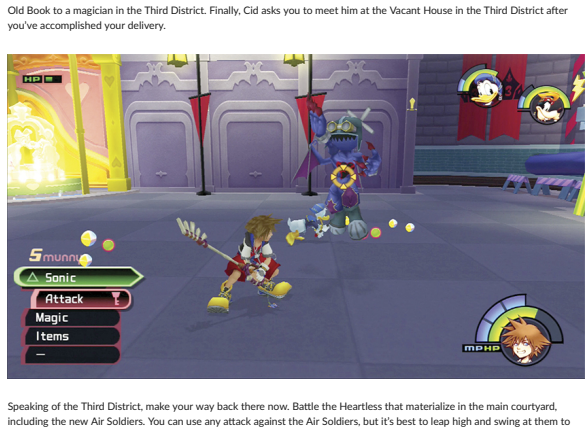
Leon and Aerith train inside the Secret Waterway. Swim over to the shore and speak with Leon twice. He tells you about the worlds' keyholes and the importance of locking them before the Heartless gain access. Aerith recommends that you speak with Cid to learn more about your Navi-G Pieces, and then Leon hands you the Earthshine item.

Don't leave just yet. The doorway behind Leon and Aerith leads up to a dead end; however, a red chest hides inside to the left. Open the chest for Dalmatians 10, 11, 12. Return to Cid in the Accessory Shop back in the First District.

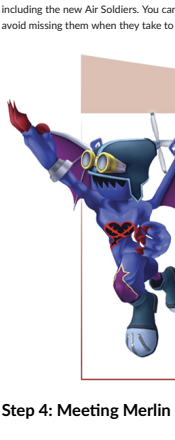
Step 3: Upgrade Your Gummi Ship

Basically, with navigation gummis, you can go to new places.

Cid tells you that Navi-G Pieces are navigation gummis that unlock new places on your Navigational Map, and he offers to outfit your ship with these Navi-G Pieces. However, he asks a favor. While he hooks up the new pieces, you must deliver an Old Book to a magician in the Third District. Finally, Cid asks you to meet him at the Vacant House in the Third District after you've accomplished your delivery.



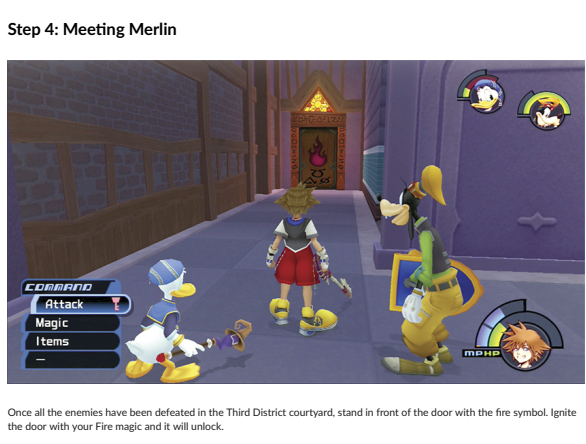
Speaking of the Third District, make your way back there now. Battle the Heartless that materialize in the main courtyard, including the new Air Soldiers. You can use any attack against the Air Soldiers, but it's best to leap high and swing at them to avoid missing them when they take to the sky.



AIR SOLDIER

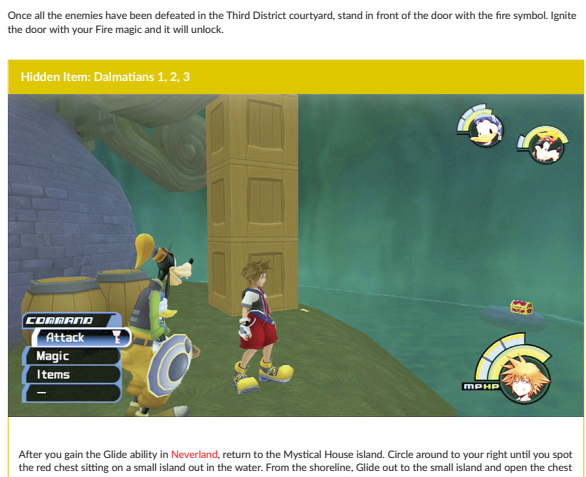
Area:	Traverse Town; Wonderland; Olympus Coliseum; Agrabah; Monstro; Hollow Bastion; End of the World						
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	33 / 120	HP balls	Small x4			Weapon	100
STR	15 / 35	MP balls	-			Fire	100
DEF	12 / 27	Munny balls	Small x1, Medium x1			Blizzard	100
EXP	5 / 90					Thunder	100
MP Recovery	18 / 47	1st Item	Potion	2	%	%Attack	100 / 80
		2nd Item	Hi-Potion	1	%	Stop	100 / 60
Attack Type:	-	3rd Item	Spirit Gem	4	%	Stun	100
						No Type	100
Details	-						

Step 4: Meeting Merlin



Once all the enemies have been defeated in the Third District courtyard, stand in front of the door with the fire symbol. Ignite the door with your Fire magic and it will unlock.

Hidden Item: Dalmatians 1, 2, 3



After you gain the Glide ability in Neverland, return to the Mystical House island. Circle around to your right until you spot the red chest sitting on a small island out in the water. From the shoreline, Glide out to the small island and open the chest for Dalmatians 1, 2, 3.

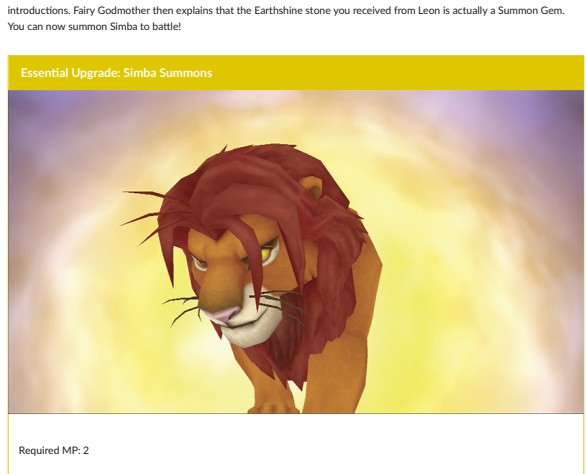
Enter the Mystical House area behind the fire door. A path of stones leads across the water to the central island. As soon as you step on the first stone, however, they begin to move back and forth. Time your jumps so that the next rock is moving back toward you rather than away. If you miss at any time and fall in the water, swim back to the beginning and retry. When you reach the island, circle around the building to the left and enter through a hole in the wall.

Merlin

At the request of King Mickey, the great magician Merlin has returned to Traverse Town to help thwart the plans of the Heartless. Though he remains inside the Mystical House, Merlin offers magical support when he can. Check back with him after you've learned all your basic spells, or any time you return a Summon Gem to Fairy Godmother.

Inside, Merlin introduces himself and the Fairy Godmother. Hand over the Old Book to Merlin after he finishes his introductions. Fairy Godmother then explains that the Earthshine stone you received from Leon is actually a Summon Gem. You can now summon Simba to battle!

Essential Upgrade: Simba Summons

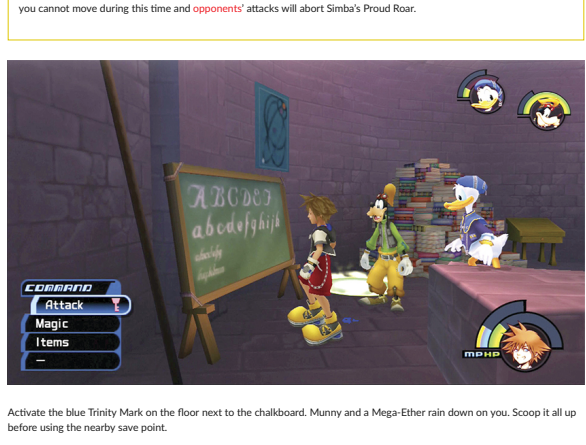


Required MP: 2

Duration of Summon: Max MP x 8.3 Seconds

Special Attack: Proud Roar (1 MP)

First, select the Charge Up command. The strength of the attack will vary depending on how long you hold down the attack button. After three seconds, your opponent will be stunned. After five seconds, Simba inflicts a ¾ Attack. However, you cannot move during this time and opponents' attacks will abort Simba's Proud Roar.



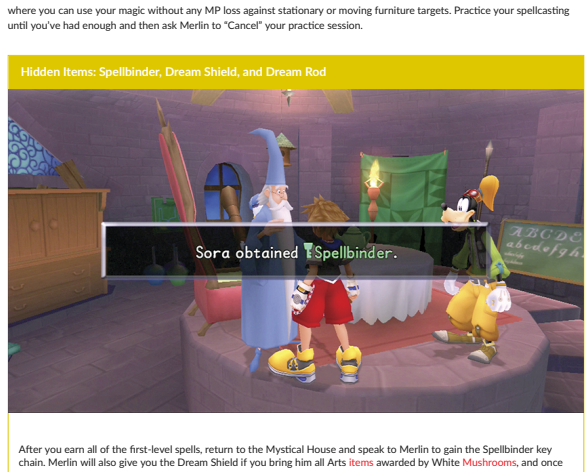
Activate the blue Trinity Mark on the floor next to the chalkboard. Munny and a Mega-Ether rain down on you. Scoop it all up before using the nearby save point.

Fairy Godmother

What looks like a curious pumpkin carriage inside the Mystical House transforms into the gentle and caring Fairy Godmother. You may know her for the guidance she gave Cinderella, but now she is the authority on Summon spells. Any time you receive a new Summon Gem, speak to Fairy Godmother to unlock its power.

Any time after Merlin's introduction you can ask him to train your magic skills. He will transport you to a special training room where you can use your magic without any MP loss against stationary or moving furniture targets. Practice your spellcasting until you've had enough and then ask Merlin to "Cancel" your practice session.

Hidden Items: Spellbinder, Dream Shield, and Dream Rod

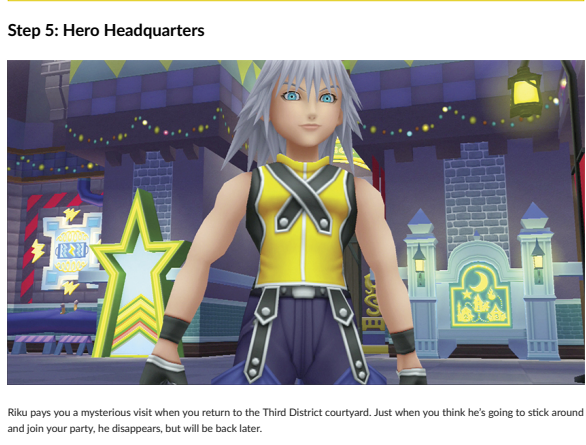


After you earn all of the first-level spells, return to the Mystical House and speak to Merlin to gain the Spellbinder key chain. Merlin will also give you the Dream Shield if you bring him all Arts items awarded by White Mushrooms, and once you earn all the third-level spells, Merlin will give you Donald's Dream Rod.

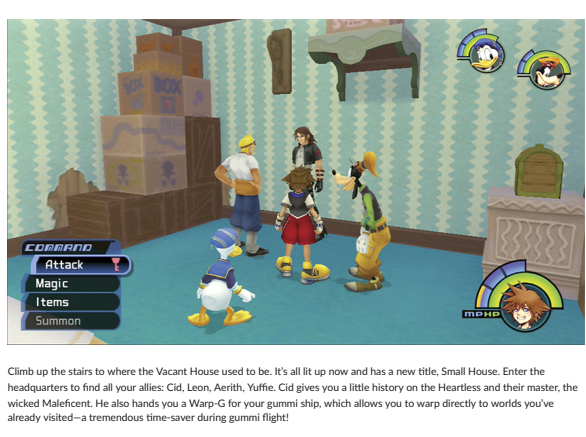
Note

The Old Book is a portal to the Hundred Acre Wood. Whenever you find a Torn Page, you can enter the Hundred Acre Wood and a new area will unlock, or you can wait until you have all five Torn Pages to enjoy the whole world at once.

Step 5: Hero Headquarters



Riku pays you a mysterious visit when you return to the Third District courtyard. Just when you think he's going to stick around and join your party, he disappears, but will be back later.

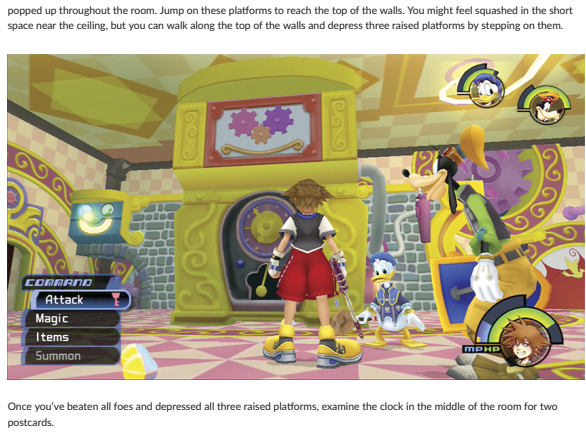


Climb up the stairs to where the Vacant House used to be. It's all lit up now and has a new title, Small House. Enter the headquarters to find all your allies: Cid, Leon, Aerith, Yuffie. Cid gives you a little history on the Heartless and their master, the wicked Maleficent. He also hands you a Warp-G for your gummi ship, which allows you to warp directly to worlds you've already visited—a tremendous time-saver during gummi flight!

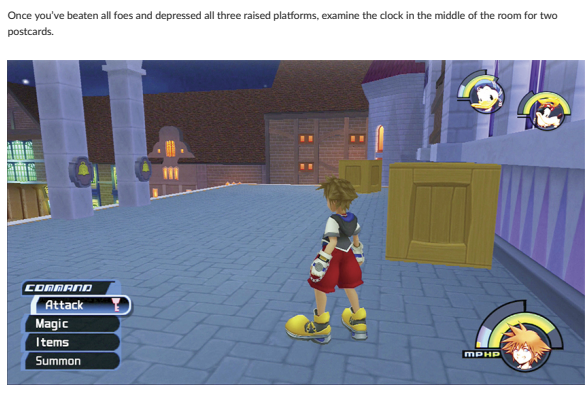
Step 6: Gizmo Shop Bells

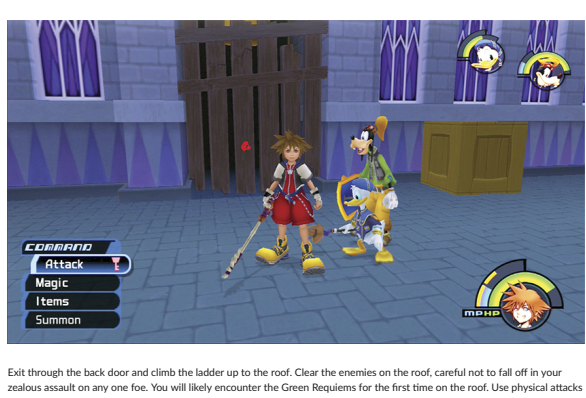
Exit the Small House and eliminate all the Heartless in the Third District courtyard. Once all is clear, cast Thunder magic on the broken circuit in the corner. The Thunder spell connects the fuse and allows you to collect more prizes inside the Gizmo Shop.

Head back to the Second District and enter the Gizmo Shop. Now that you've connected the fuse, three spring platforms have popped up throughout the room. Jump on these platforms to reach the top of the walls. You might feel squashed in the short space near the ceiling, but you can walk along the top of the walls and depress three raised platforms by stepping on them.

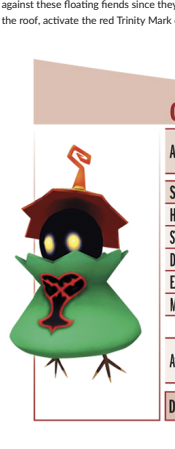


Once you've beaten all foes and depressed all three raised platforms, examine the clock in the middle of the room for two postcards.



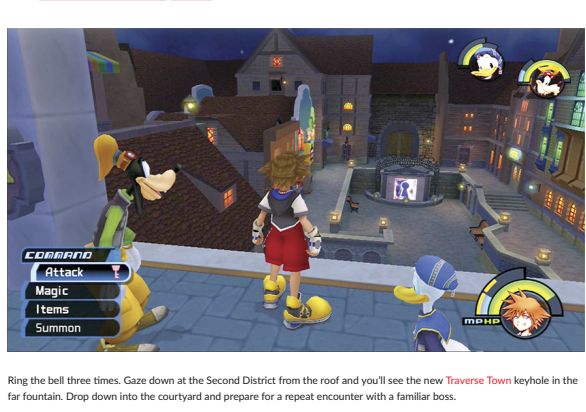


Exit through the back door and climb the ladder up to the roof. Clear the enemies on the roof, careful not to fall off in your zealous assault on any one foe. You will likely encounter the Green Requiems for the first time on the roof. Use physical attacks against these floating fiends since they absorb Fire, Blizzard, and Thunder attacks. When you've finished off the Heartless on the roof, activate the red Trinity Mark on the wooden gate and open a hole to the bell.



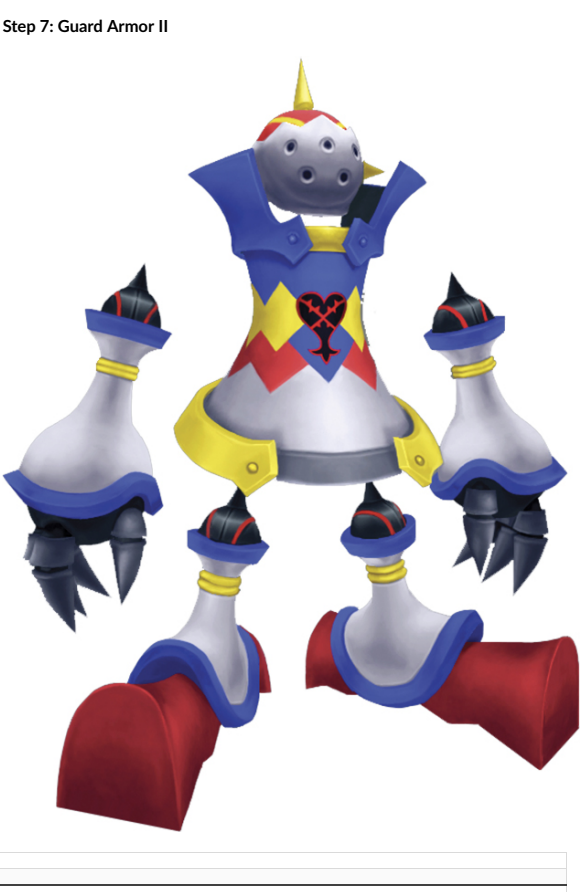
GREEN REQUIEM

Area:	Traverse Town; Olympus Coliseum; Deep Jungle; Agrabah; Monstro; Hollow Bastion; End of the World						
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	15 / 45	HP balls	Small x4			Weapon	100
STR	15 / 35	MP balls	Small x1, Large x1			Fire	0
DEF	12 / 27	Munny balls	-			Blizzard	0
EXP	4 / 90					Thunder	0
MP Recovery	14 / 43	1st Item	Ether	4	%	%Attack	100 / 80
		2nd Item	Bright Shard	10	%	Stop	100 / 60
Attack Type:	-	3rd Item	Protera Chain	0.5	%	Stun	100
						No Type	100
Details	-						

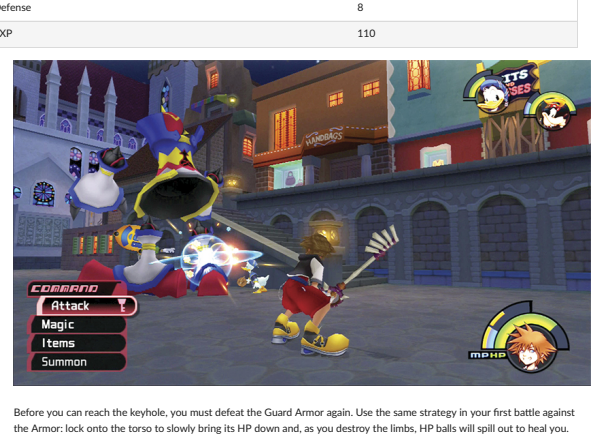


Ring the bell three times. Gaze down at the Second District from the roof and you'll see the new Traverse Town keyhole in the far fountain. Drop down into the courtyard and prepare for a repeat encounter with a familiar boss.

Step 7: Guard Armor II



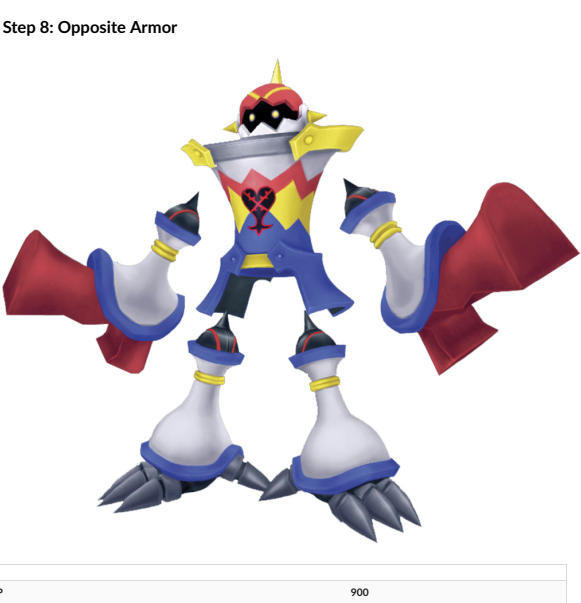
HP	700
Strength	8
Defense	8
EXP	110



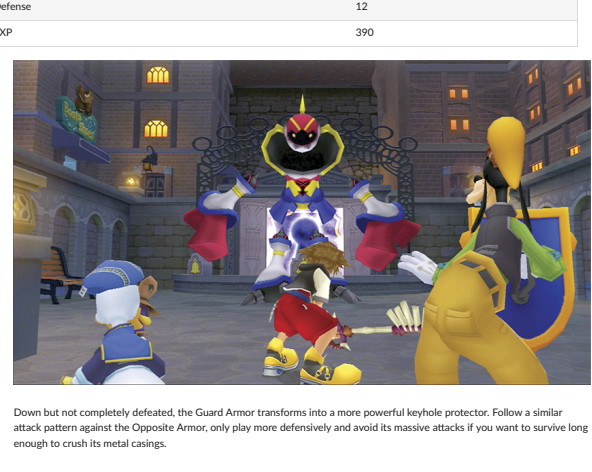
Before you can reach the keyhole, you must defeat the Guard Armor again. Use the same strategy in your first battle against the Armor: lock onto the torso to slowly bring its HP down and, as you destroy the limbs, HP balls will spill out to heal you. Watch out for the Guard's spinning arms and stomping feet as you leap up and continually strike the torso. Most of the Guard's attack occur low to the ground; by staying airborne as much as possible you'll avoid most of its damage.

With your enhanced abilities, the Guard Armor will go down quickly. Quicker than you might guess based on its HP, as it crumbles before you fully deplete its HP meter. Unfortunately, it's not the last boss you'll fight for control of the keyhole.

Step 8: Opposite Armor



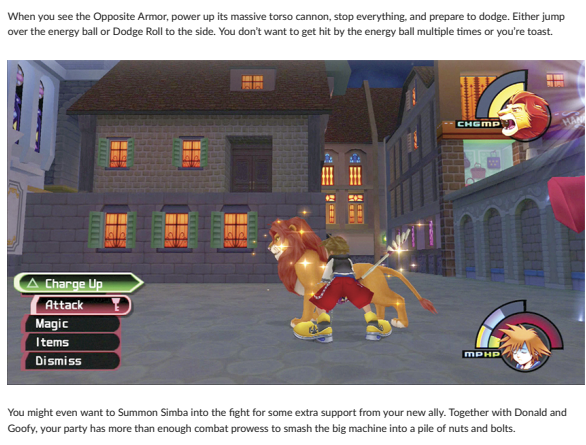
HP	900
Strength	15
Defense	12
EXP	390



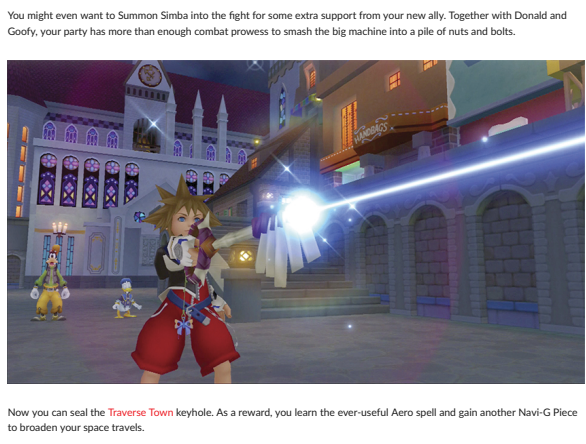
Down but not completely defeated, the Guard Armor transforms into a more powerful keyhole protector. Follow a similar attack pattern against the Opposite Armor, only play more defensively and avoid its massive attacks if you want to survive long enough to crush its metal casings.

Rely on physical attacks, for the most part, against the Opposite Armor. Blizzard and Fire magic only deal half damage, though Thunder deals full damage and can be used effectively at range without having to specifically target the Armor.

When you see the Opposite Armor, power up its massive torso cannon, stop everything, and prepare to dodge. Either jump over the energy ball or Dodge Roll to the side. You don't want to get hit by the energy ball multiple times or you're toast.



You might even want to Summon Simba into the fight for some extra support from your new ally. Together with Donald and Goofy, your party has more than enough combat prowess to smash the big machine into a pile of nuts and bolts.



Now you can seal the Traverse Town keyhole. As a reward, you learn the ever-useful Aero spell and gain another Navi-G Piece to broaden your space travels.

Essential Upgrade: Aero Spell

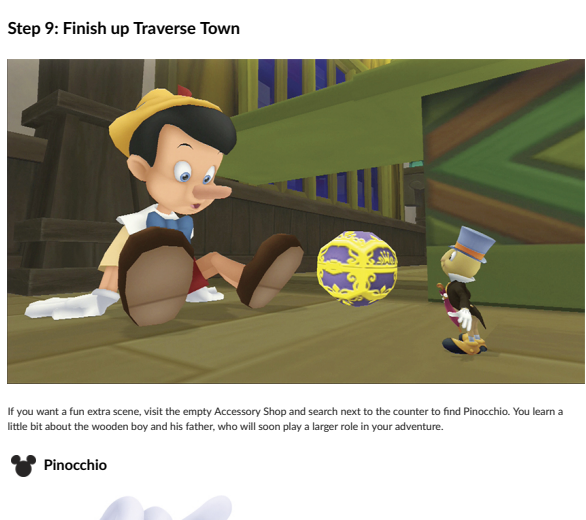
Defensive Wind Magic

Once you earn this spell, you'll want to use it in any fight where you expect to take moderate to heavy damage. Aero throws up a defensive wind screen that reduces damage by as much as half; it's a particularly valuable spell when battling bosses and their super-damaging attacks.

Tip

After you seal the Traverse Town keyhole, the Phil Cup in the Olympus Coliseum opens up. All the tournaments are listed in the "Olympus Coliseum (Revisited)" chapter; however, you should feel free to warp over to Phil and ask him to enter the Phil Cup if you want to earn the Gravity spell sooner.

Step 9: Finish up Traverse Town



If you want a fun extra scene, visit the empty Accessory Shop and search next to the counter to find Pinocchio. You learn a little bit about the wooden boy and his father, who will soon play a larger role in your adventure.

Pinocchio

Geppetto made a wooden puppet named Pinocchio who was brought to life by the Blue Fairy. To prove that he is worthy of becoming a real boy, Pinocchio must learn about courage, kindness, and, of course, honesty. Every time he tells a lie, his nose grows larger, and only when he learns to tell the truth will he truly get his heart's desire.

With the keyhole closed, finish up your other errands around Traverse Town. First, find Cid behind the Accessory Shop. He now serves as the gummi vendor; check back with Cid whenever you want new blocks for your gummi ship. Because he's a nice guy, Cid gives you a Comet-G as a bonus for your ship.

Don't forget to mail the two postcards you found in the Gizmo Shop. If you've successfully found the other six postcards, the seventh and eighth postcards will grant you a Megalixir and Orichalcum, respectively.

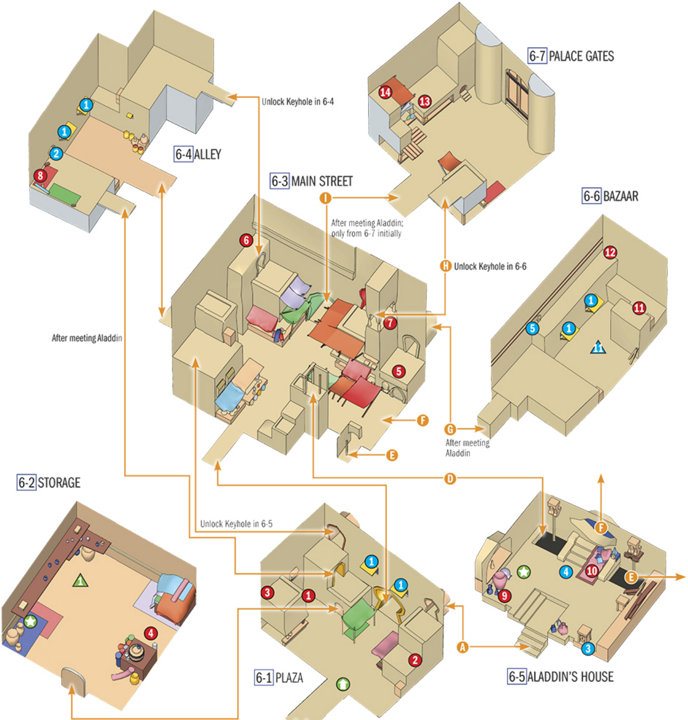
Now that you have the Blizzard spell and you're back in Traverse Town, you can finally open the red chest in the restaurant next to the First District courtyard. Smash all the chairs in the restaurant to make targeting easier. Lock onto each candle and use Blizzard to extinguish the flames. Once all candles are out, you can open the chest for a Defense Up.

Tip

Throughout the game you should return to Traverse Town to spend your munny on items and equipment upgrades. Check back, too, whenever you learn a new Trinity Mark.

Agrabah

Agrabah


6-7 PALACE GATES
Unlock Keyhole in 6-4
6-4 ALLEY
6-3 MAIN STREET
I
After meeting Aladdin; only from 6-7 initially
6-6 BAZAAR
H Unlock Keyhole in 6-6
After meeting Aladdin
F
G
After meeting Aladdin
E
D
6-2 STORAGE
Unlock Keyhole in 6-5
A
6-1 PLAZA
6-5 ALADDIN'S HOUSE
1
2
3
4
5
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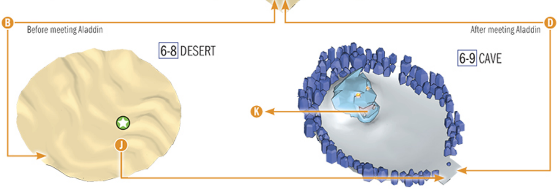
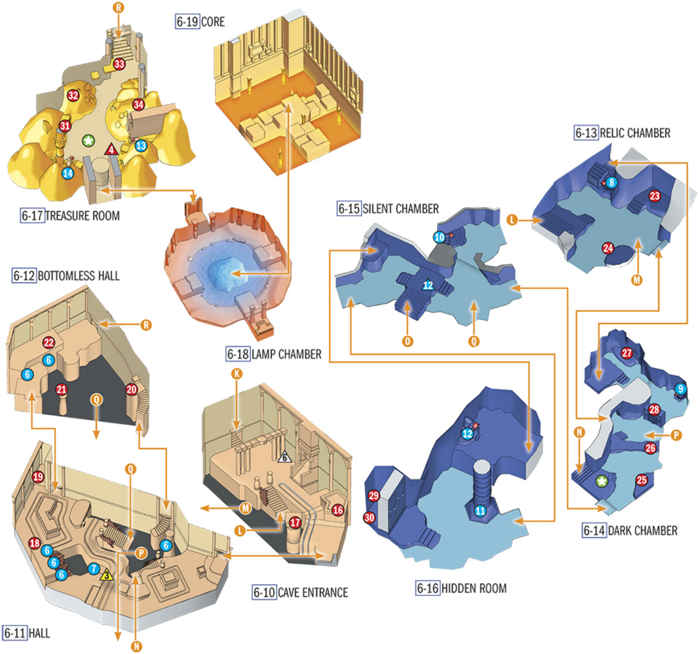
14


B
Before meeting Aladdin
6-8 DESERT
J
K
6-9 CAVE
After meeting Aladdin
D


R
6-19 CORE
33
32
34
31
4
13
14
6-17 TREASURE ROOM
6-13 RELIC CHAMBER
8
23
L
24
M
6-15 SILENT CHAMBER
10
12
O
Q
6-12 BOTTOMLESS HALL
R
22
6
6
21
20
Q
6-18 LAMP CHAMBER
K
6
27
9
28
N
P
26
25
6-14 DARK CHAMBER
19
Q
18
6
6
6
7
3
P
6
N
M
L
17
16
6-10 CAVE ENTRANCE
12
29
30
11
6-16 HIDDEN ROOM
6-11 HALL

Opponents

Name	Shadow	Soldier	Large Body	Yellow Opera	Green Requiem	Air Soldier	Bandit	Fat Bandit	Pot Spider
HP	21	24	160	24	15	33	39	240	21

Name	Darkball	Wyvern	Wizard	White Mushroom	Black Fungus	Pot Centipede	Tiger Head	Jafar	Jafar-Genie
HP	60	135	75	-	9	600	380	500	750

Items

No.	Item	Location	Condition
①	Mega-Potion	6-1	-
②	Mega-Ether	6-1	-
③	Cottage	6-1	Jump on the canopies
④	Mega-Potion	6-2	-
⑤	Mega-Ether	6-3	Jump over the tents
⑥	Dark Matter	6-3	From 6-1, through the upper archway
⑦	Mythril	6-3	High Jump or Glide
⑧	Mega-Potion	6-4	-
⑨	Megalixir	6-5	-
⑩	Scissors-G	6-5	-
⑪	Thundara-G	6-6	See Fig. 3
⑫	Fire Ring	6-6	See Fig. 3
⑬	Protera Chain	6-7	Through entrance H
⑭	Osmose-G	6-7	High Jump
⑮	Dalmatians 52, 53, 54	6-7	High Jump and Glide
⑯	Mega-Ether	6-10	-
⑰	Dalmatians 49, 50, 51	6-10	Use a barrel (easier: + High Jump)
⑱	Elixir	6-11	-
⑲	Mythril Shard	6-11	-
⑳	Mega-Potion	6-12	-

㉑	Elixir	6-12	Jump off from the far right (near the exit to 6-11)
㉒	Cottage	6-12	-
㉓	Thunder Ring	6-13	-
㉔	Mythril	6-13	Push down block in 6-12
㉕	Cottage	6-14	-
㉖	Torn Page	6-14	-
㉗	Meteor-G	6-14	Activate statue 1 in 6-13
㉘	Protera Chain	6-14	Activate statues 1 and 2
㉙	Dalmatians 46, 47, 48	6-16	High Jump, Glide, or activate yellow Trinity 3; activate statue 4
㉚	Haste2-G	6-16	See item no. 29
㉛	Defense Up	6-17	-
㉜	Mythril Shard	6-17	Activate statue 5
㉝	Shell-G	6-17	From item no. 32
㉞	Thundaga-G	6-17	Activate statue 6

Special Objects

No.	Prop	Location	Purpose
①	Canopy	6-1, 6-4, 6-6	Platforms; these fold away if you stand on them too long
②	Keyhole	6-4	Opens passage 6-3 / 6-4
③	Keyhole	6-5	Opens passage 6-1 / 6-3
④	Pedlar	6-5	After Pot Centipede battle
⑤	Keyhole	6-6	Opens passage 6-3 / 6-7
⑥	Water Spouts	6-11, 6-12	Sprays water to knock you down to a lower level
⑦	Vase	6-11	Is moved to 6-15 with yellow Trinity 3
⑧	Statue 1	6-13	Creates stairs from 6-13 to 6-14

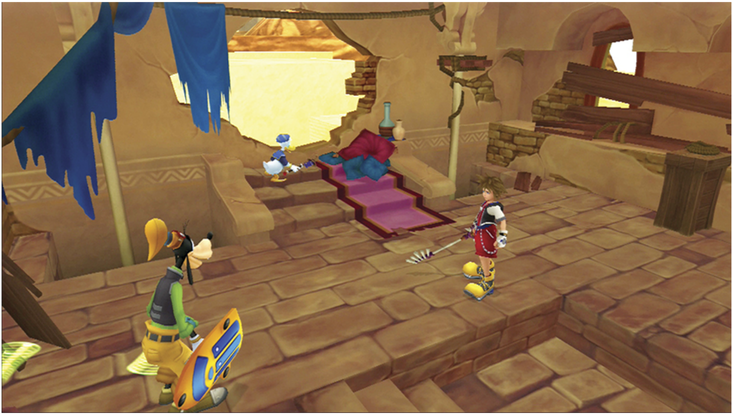
⑨	Statue 2	6-14	Lowers the wall underneath item no. 28
⑩	Statue 3	6-15	Opens passage 6-15 / 6-16, upper level
⑪	Column	6-16	Opens passage 6-17 / 6-18
⑫	Statue 4	6-16	Lowers the wall in front of item no. 29
⑬	Statue 5	6-17	Helps Sora get to item no. 32
⑭	Statue 6	6-17	Helps Sora get to item no. 34

Trinities

Trinity	Location	Purpose
11	6-6	Mega-Ether + munny
12	6-15	Thundara-G
4	6-17	Mythril Shard + munny
1	6-2	AP Up
3	6-11	Moves large vase to 6-16
6	6-10	Comet-G

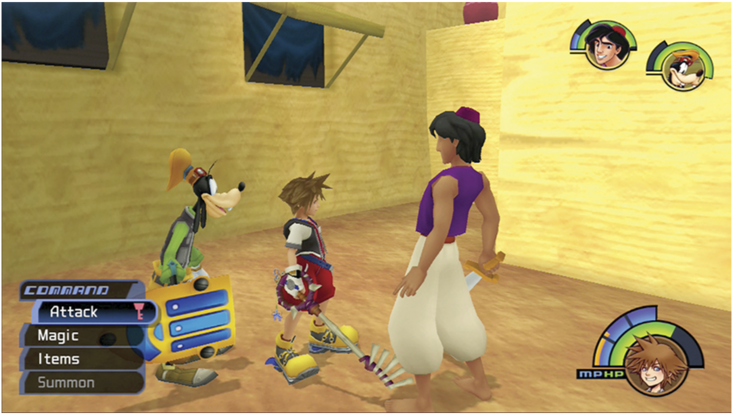
Objectives

1. Find Princess Jasmine

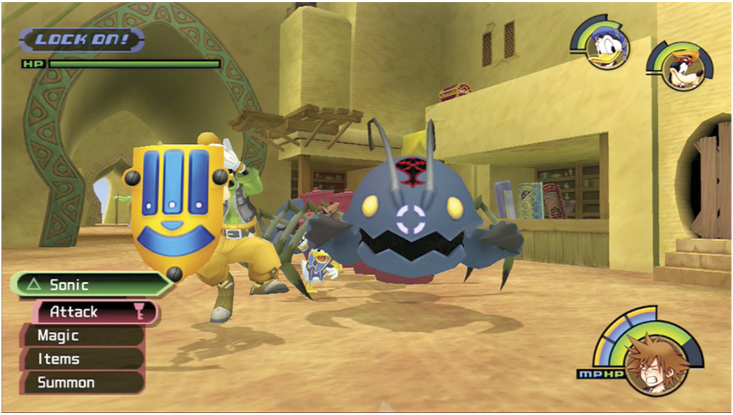


2. Search Aladdin's House

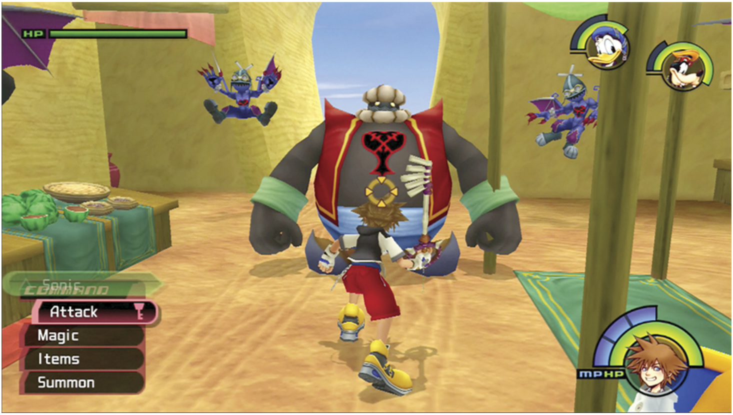
3. Use the Magic Carpet to recruit Aladdin


COMMAND
Attack
Magic
Items
Summon
MP HP

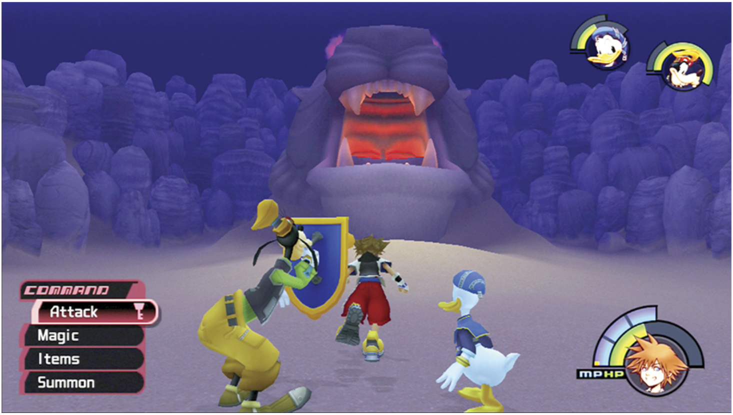
4. Return to the city


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

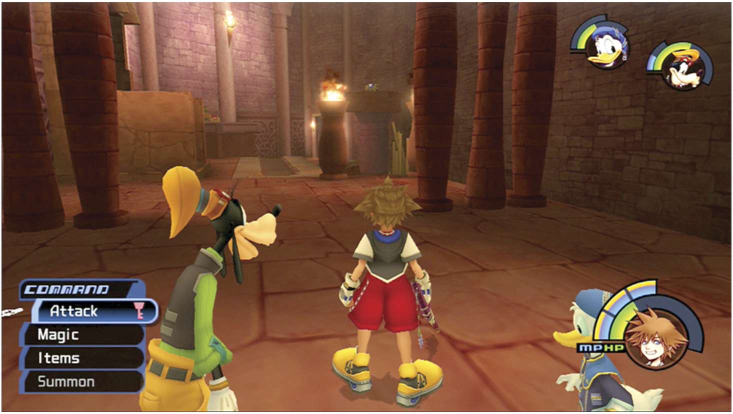
5. Defeat the Pot Centipede


HP
Sonic
COMMAND
Attack
Magic
Items
Summon
MP HP

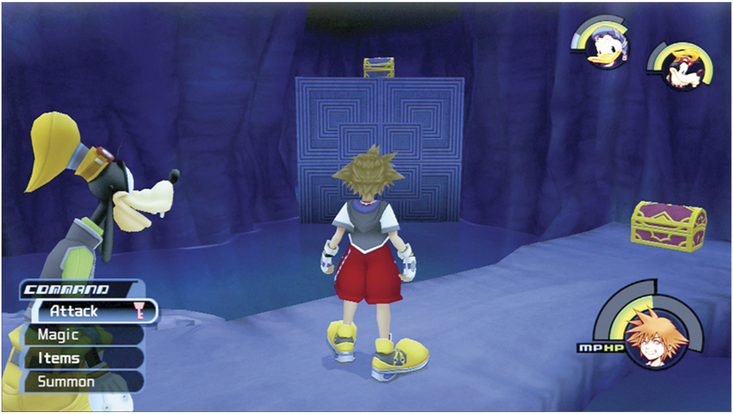
6. Chase after Jafar


COMMAND
Attack
Magic
Items
Summon
MP HP

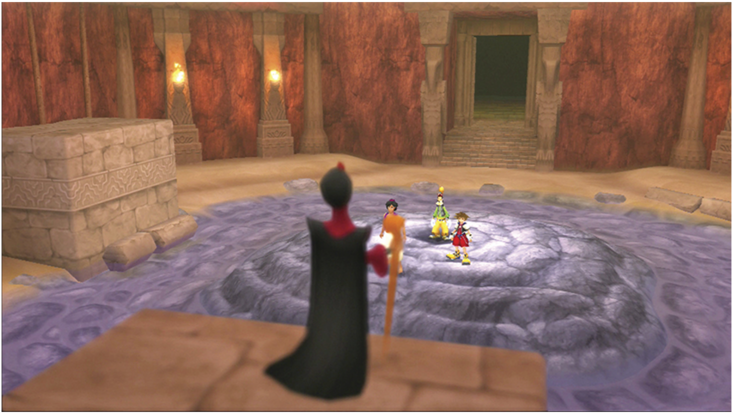
7. Battle the Cave of Wonders Guardian


COMMAND
Attack
Magic
Items
Summon
MP HP

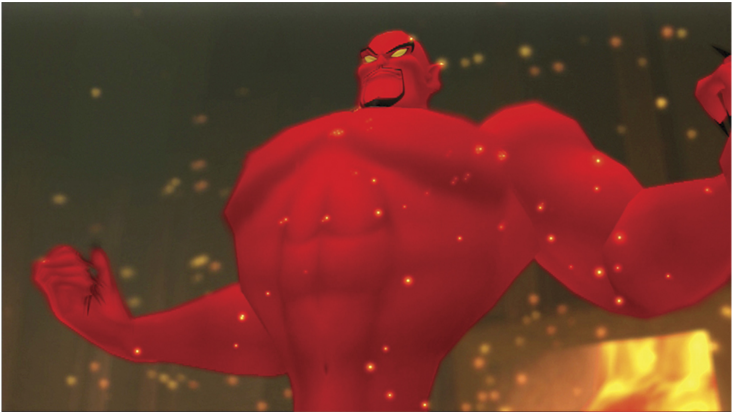
8. Explore the Cave of Wonders' upper level


COMMAND
Attack
Magic
Items
Summon
MP HP

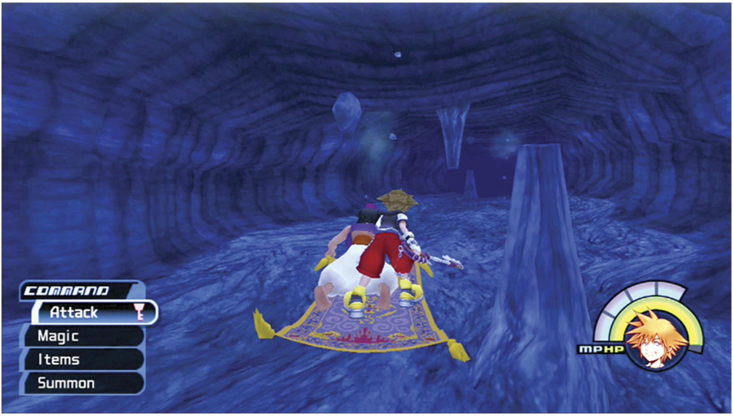
9. Explore the Cave of Wonders' lower level



10. Defeat Jafar

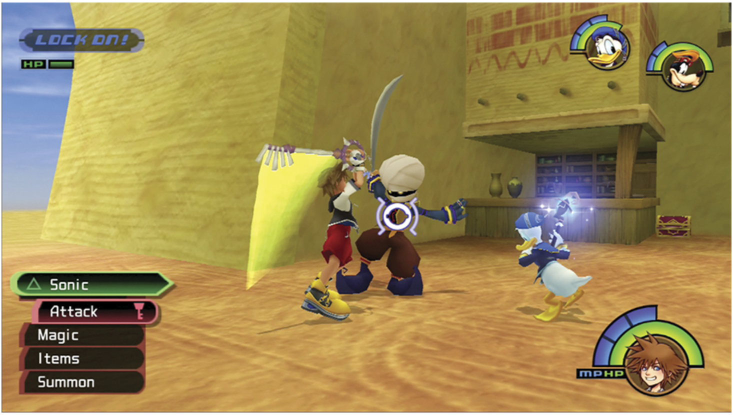


11. Overcome the Jafar-Genie


COMMAND
Attack
Magic
Items
Summon
MP HP

12. Escape the Cave of Wonders

Step 1: Find Princess Jasmine


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

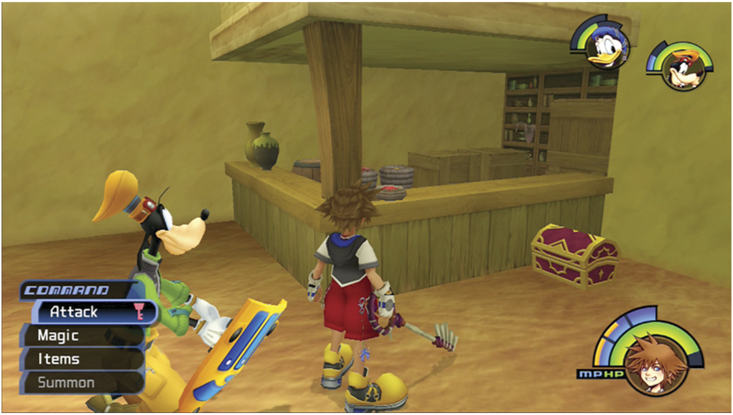
You arrive in Agrabah and are immediately besieged by Bandits. These sabre-wielding opponents can parry straight-on attacks well; it's best to come at them from the side or behind to score hits. Equip the Counterattack ability as soon as you can to better combat these and other Agrabah opponents.

BANDIT

Area:	Olympus Coliseum; Agrabah; Monstro; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	39 / 120	HP balls	Small x4			Weapon	100
STR	18 / 35	MP balls	-			Fire	100
DEF	15 / 27	Munny balls	Small x1, Medium x1			Blizzard	100
EXP	7 / 90					Thunder	100
MP Recovery	22 / 47	1st Item	Potion	2	%	%Attack	100 / 80
		2nd Item	Blaze Gem	4	%	Stop	100 / 60
Attack Type:	-	3rd Item	Protera Chain	0.5	%	Stun	100
						No Type	100

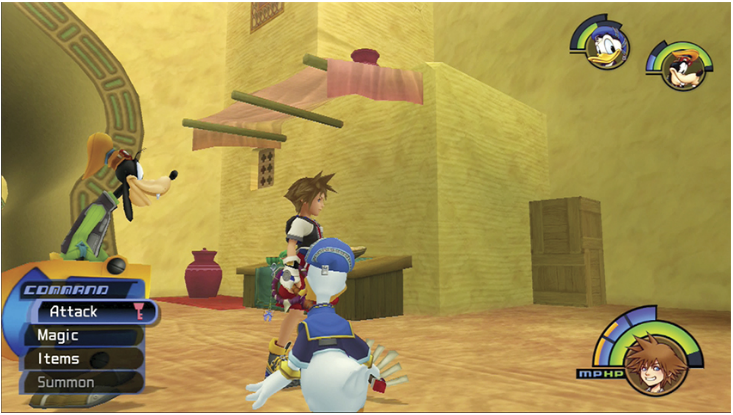
Details -


COMMAND
Attack
Magic
Items
Summon
MP HP

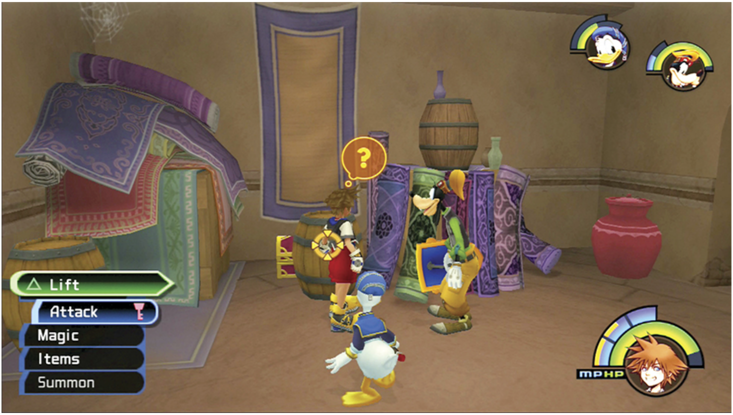
After you've dispatched the Heartless in the area, look for a red chest in the corner near the Storage area door. Open the chest for a Mega-Potion.

Tip

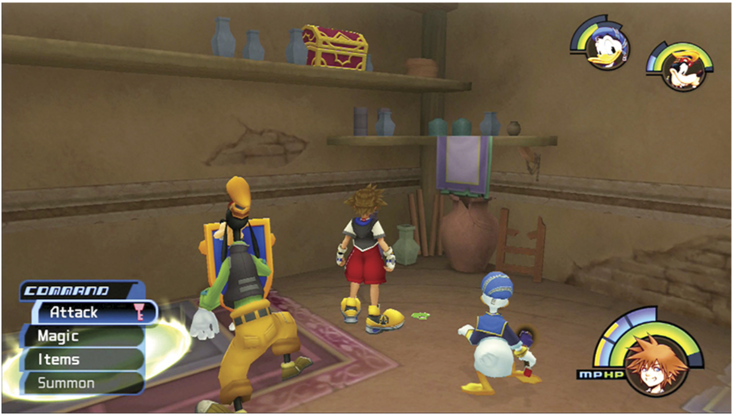
You can break many of the pots and vases in Agrabah for extra munny. Just be on guard for Pot Spiders!


COMMAND
Attack
Magic
Items
Summon
MP HP

Turn to the other side of the Plaza. Use the tall crate stack in the corner to reach the upper ledge. Open the chest on the ledge for a Mega-Ether.


△ Lift
Attack
Magic
Items
Summon
MP HP

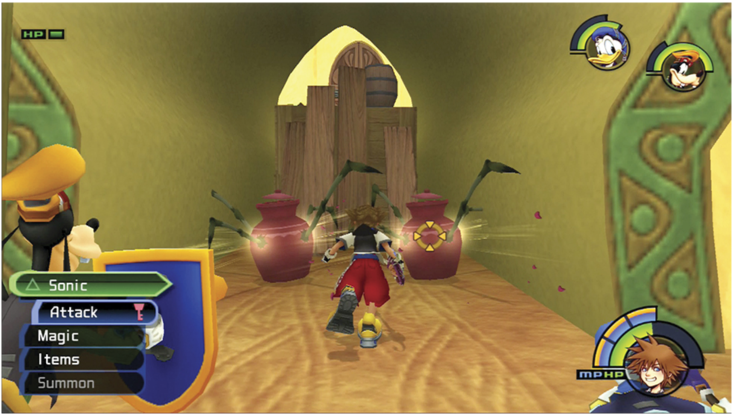
Drop back down and enter the Storage door next to the first chest. Lift the barrel in front of the hanging carpet to discover a red chest behind it. Open the chest for a Mega-Potion.


COMMAND
Attack
Magic
Items
Summon
MP HP

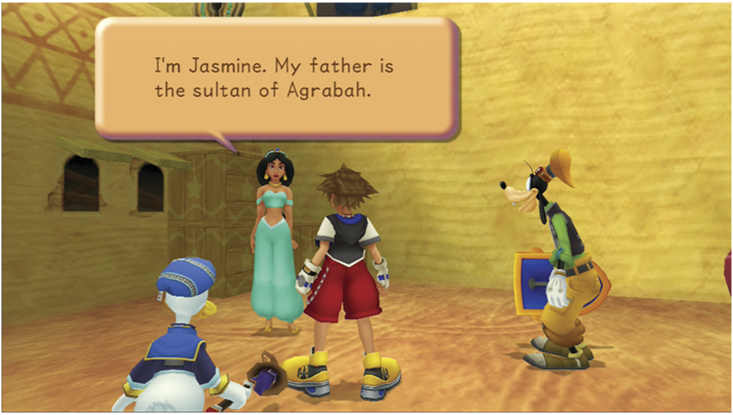
There's another chest on the shelf in this room, which yields a Power Up, but you won't be able to access it until you learn how to use a green Trinity Mark.

Tip

Come back to the Storage area often to use its save point.


HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

Exit the Storage area and head toward Main Street. More Heartless pour into the area after you, including some new creatures: Pot Spiders. These opponents are camouflaged as normal pots until you approach, then spider legs sprout out of them and they attack. Smash them apart for even more munny.

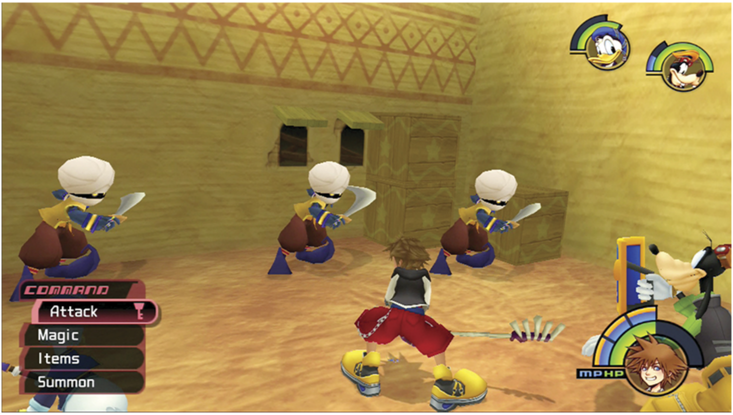


I'm Jasmine. My father is the sultan of Agrabah.

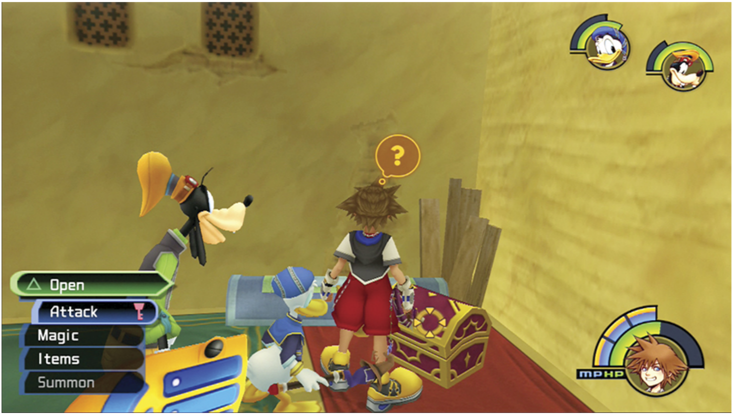
You locate Princess Jasmine in the Alley. She tells you that her father, the Sultan, has been displaced by the evil vizier, Jafar. Before she can offer any aid, Jafar ambushes you, and Jasmine is forced to flee while you hold off Jafar's Heartless horde.

Jasmine

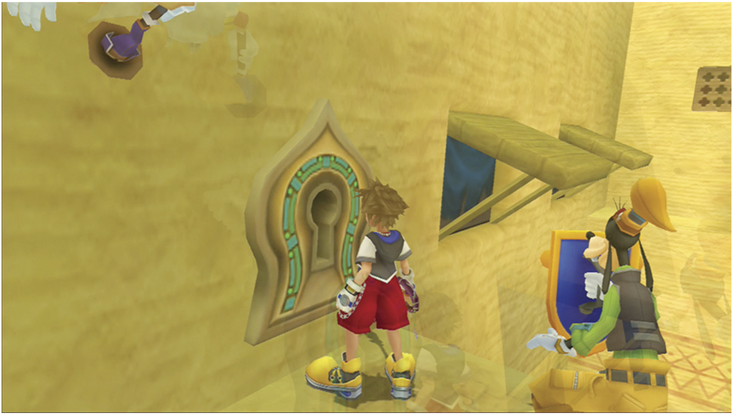
The quick-witted and strong-willed royal princess fled when she realized the vizier Jafar overthrew her father. Joining forces with Maleficent, Jafar has redoubled his efforts to catch Princess Jasmine, unless you can stop him.


COMMAND
Attack
Magic
Items
Summon
MP HP

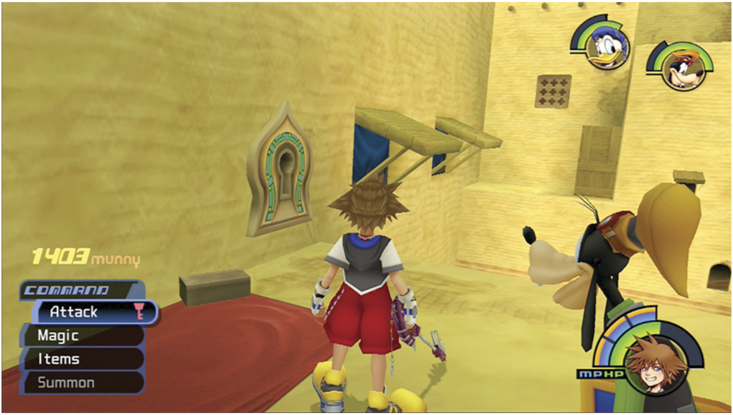
The Alley fight may prove difficult because of the close quarters. Remember that if you leave an area, your opponents will not follow you, though they will likely spawn again if you return.


Open
Attack
Magic
Items
Summon
MP HP

Once the Alley opponents are all down, use the crates stacked near the entrance to gain access to the ledge above. Open the chest in the corner for a Mega-Potion.

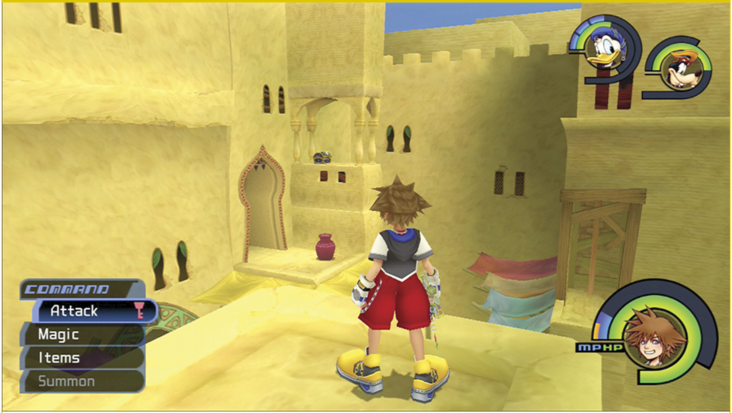


Examine the keyhole in the wall next to the chest. This unlocks the gate back to Main Street on the other side of the Alley ledges.

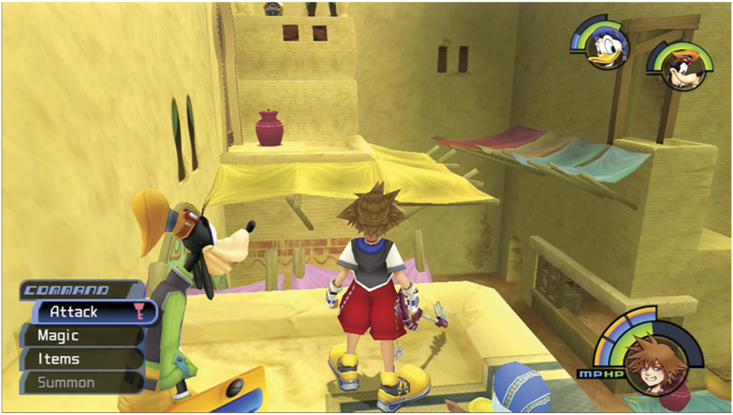

1403 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

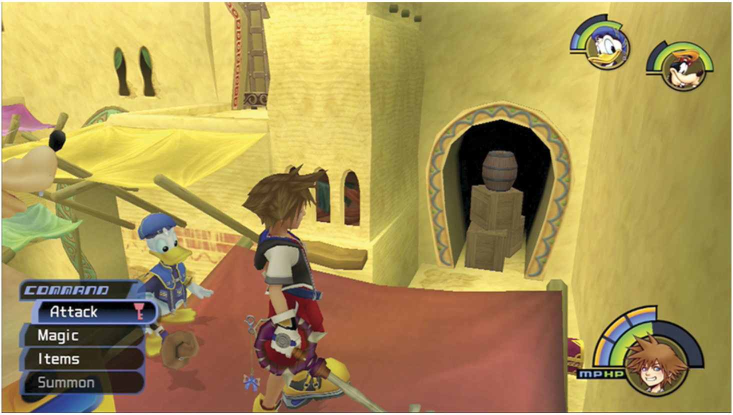
Turn to face two wooden shutters on the wall next to the keyhole. Jump quickly across both to the other side before they close and drop you down to the ground below. On the far ledge, climb the tall crates to a higher ledge and battle Heartless until you can reach the gate back to Main Street.

Hidden Item: Mythril

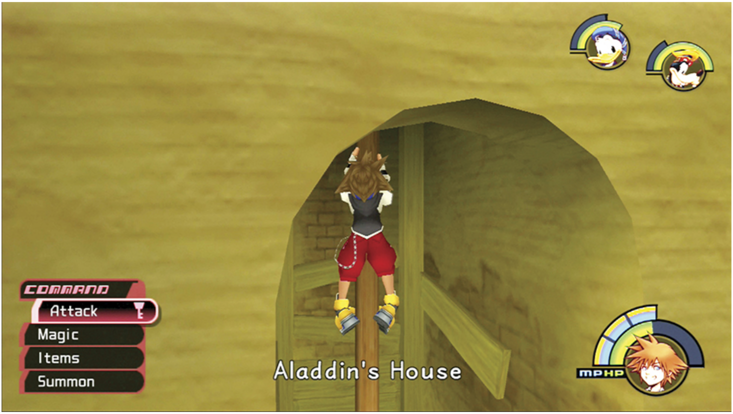

COMMAND
Attack
Magic
Items
Summon
MP HP

Enter Main Street and climb to the highest ledge. From there, look across the area to a balcony on the far side. Glide over to the balcony and open the blue chest for a Mythril.


COMMAND
Attack
Magic
Items
Summon
MP HP

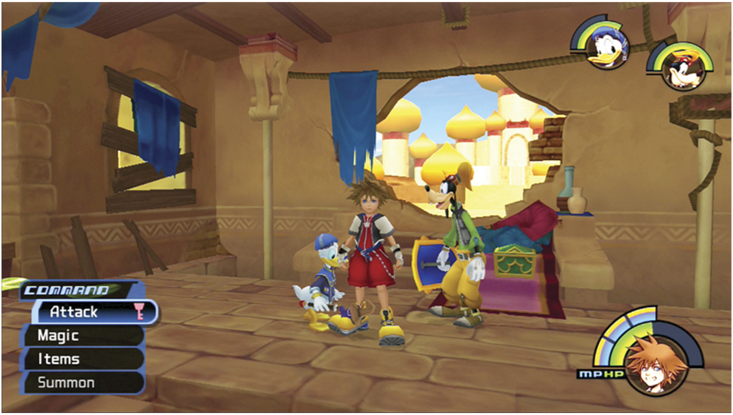

COMMAND
Attack
Magic
Items
Summon
MP HP

As soon as you enter the small ledge in Main Street, a Pot Spider attacks. Carefully destroy the beast without falling off the tiny ledge. Jump across the gap from pink awning to yellow. Fight the next Pot Spider, then leap across the next series of awnings and stop on the red one. From here you can jump down to a ledge with a red chest that holds a Mega-Ether.

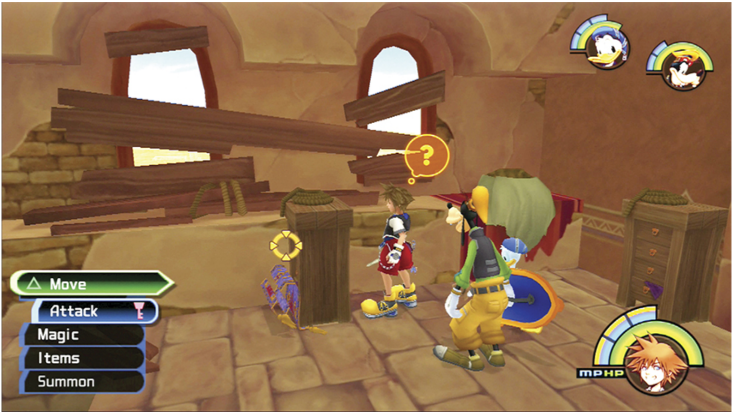

COMMAND
Attack
Magic
Items
Summon
Aladdin's House
MP HP

Drop down to the ground. Across the street lies an alcove with a pole. Climb the pole to reach Aladdin's House.

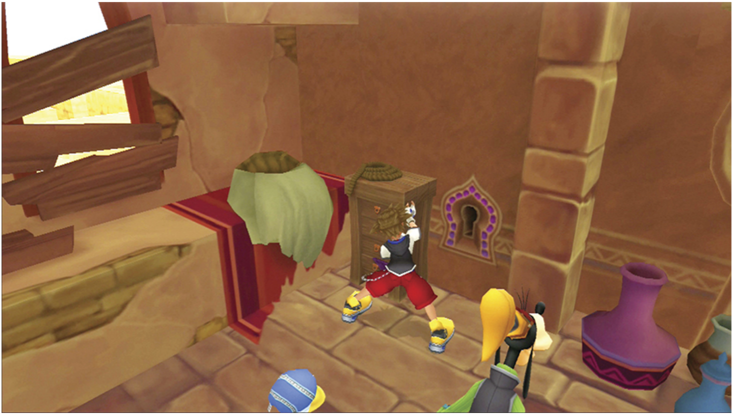
Step 2: Aladdin's House


COMMAND
Attack
Magic
Items
Summon
MP HP

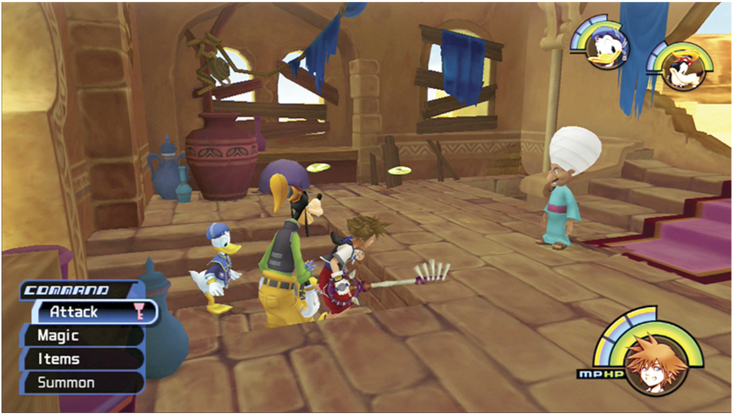
There are two green chests inside Aladdin's House. The one by the window holds a Scissors-G and the one by the stairs contains a Megalixir.


Move
Attack
Magic
Items
Summon
mp
HP

Aladdin's Magic Carpet is trapped under some furniture. Walk over to the furniture and move it to free the Carpet. It flies out the window, but you notice that it heads toward the Desert.

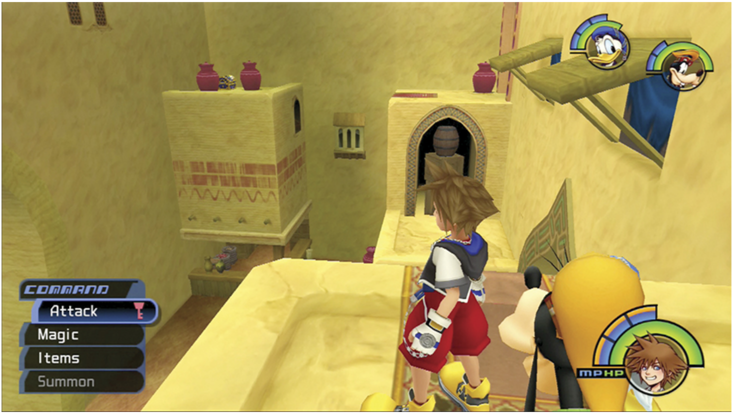


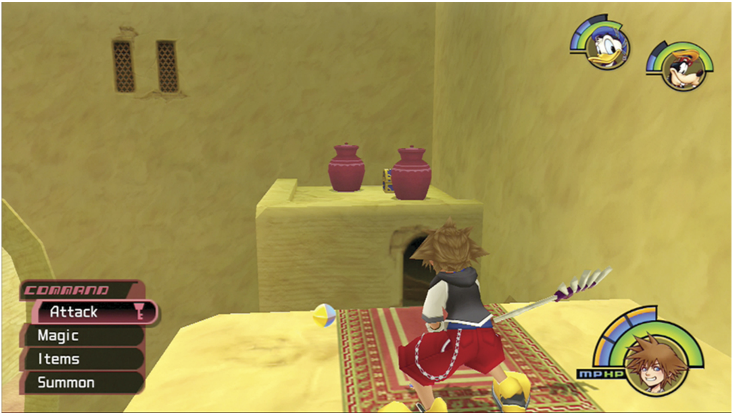
Push aside a dresser next to the wall to reveal another keyhole. Use this keyhole to open a gate in the Plaza.


COMMAND
Attack
Magic
Items
Summon
MP HP

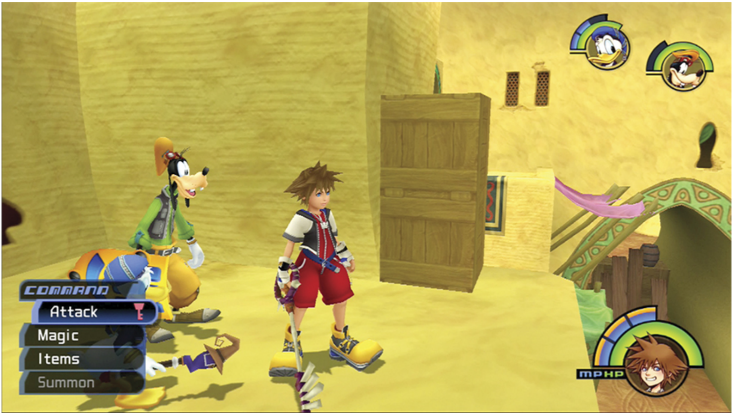
If you leave Aladdin's House and return after freeing the Magic Carpet, a new vendor appears. He sells potions and a small amount of other items. If you find yourself running low, you can stock up here rather than return to Traverse Town.

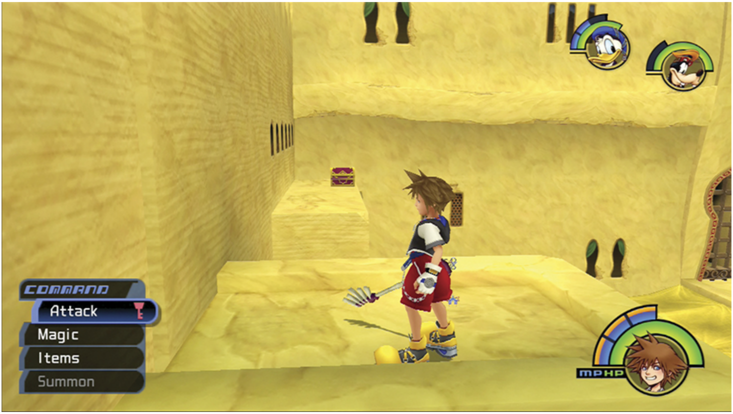
Step 3: Recruit Aladdin


COMMAND
Attack
Magic
Items
Summon
MP HP

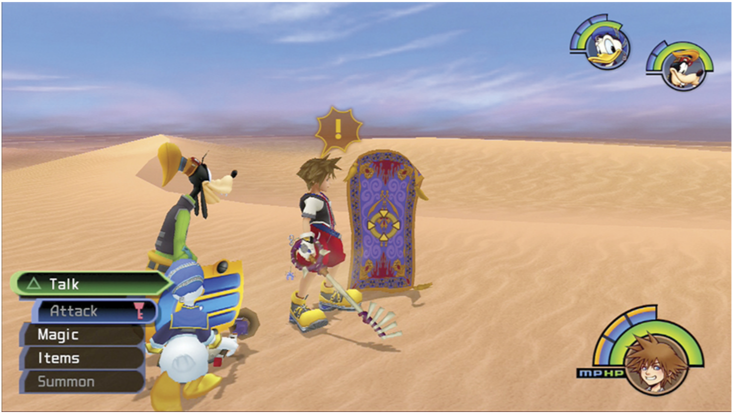

COMMAND
Attack
Magic
Items
Summon
MP HP

When you leave Aladdin's House via the stairs, you appear on a ledge high above the Plaza. Jump across the two shutters on the adjacent wall and fight the Heartless on the far ledge. Once they're cleared, leap across to next ledge where you see two pots. Destroy these two Pot Spiders carefully or knock them off the ledge before opening the blue chest for a Cottage. Jump back to the previous ledge and exit through the Main Street arch.


COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Use the tall crates on the next ledge to reach a higher ledge. Turn to your right and you'll see a far ledge with a red chest on it. Make the leap across and open the chest for Dark Matter.


Talk
Attack
Magic
Items
Summon
MP HP

Return to the original entrance and head out into the Desert. The Magic Carpet waits for you there. Save at the nearby save point and climb aboard the Carpet.

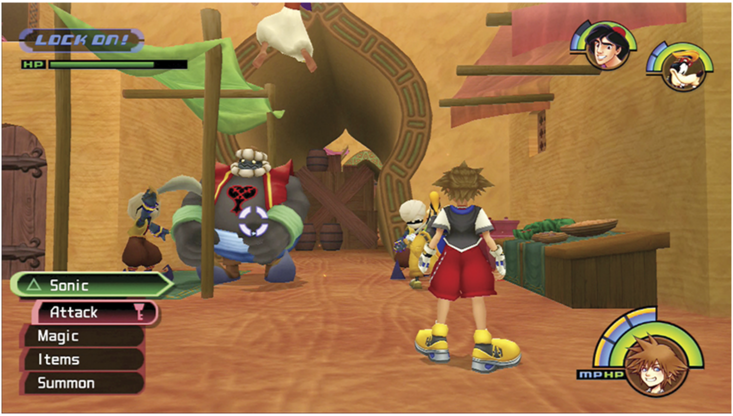
Just paid a visit to the Cave of Wonders.

The Magic Carpet takes you right to Aladdin. Alas, he's in trouble. Beat up on the surrounding Heartless to free Aladdin long enough for him to use his first Genie wish to remove the dire Heartless threat.

Tip

Add Aladdin to the party to improve your combat-smashing against the Heartless back in the city.

Step 4: Return to the City


LOCK ON!
HP
Sonic
Attack
Magic
Items
Summon
MP HP

Return to the city and look for Jafar. It won't be easy. Street access has been blocked to Main Street, so you'll have to take to the ledges. First, though, defeat all the Heartless in the way. Fat Bandits have joined the assault; treat these oversized opponents similar to how you battle the Large Bodies.

FAT BANDIT

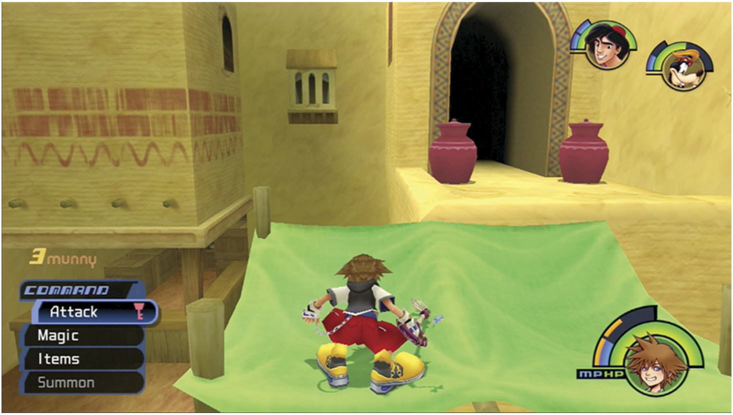
Area:	Olympus Coliseum; Agrabah; Monstro; End of the World

Statistics:	
HP	240 / 300
STR	18 / 35
DEF	15 / 27
EXP	20 / 240
MP Recovery	24 / 49
Attack Type:	Fire

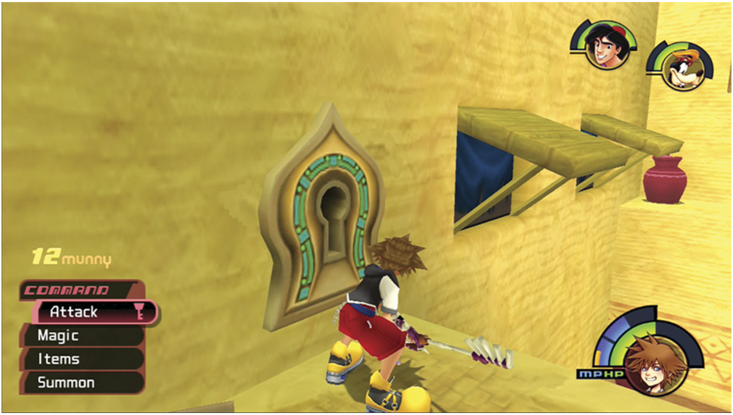
Drops:			
HP balls	Small x10, Large x1		
MP balls	-		
Munny balls	Small x1, Medium x2		
1st Item	Hi-Potion	4	%
2nd Item	Blaze Gem	8	%
3rd Item	Firaga Ring	1	%

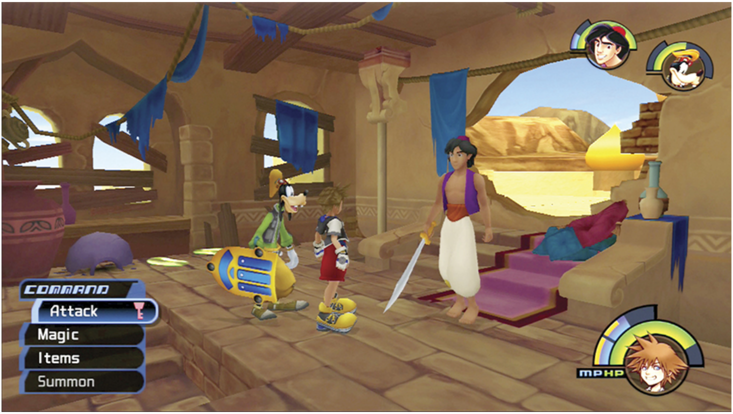
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details Defeat by attacking the abdomen (while the Fat Bandit draws his breath): HP ball: Small x15, Large x1; Munny ball: Small x2, Medium x4; Item: Ether 4%, Blaze Gem 8%, Firage Ring 2%. If you defeat a Fat Bandit with a % attack while he draws his breath: HP ball: Small x10.


3 munny
COMMAND
Attack
Magic
Items
Summon
mp HP

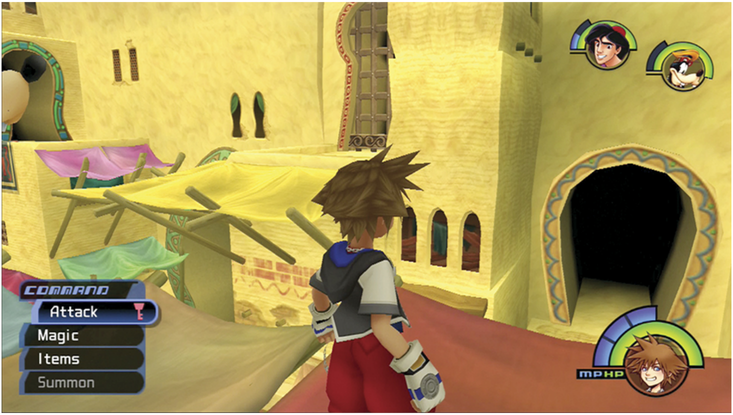
Once the foes have fallen, jump on the crates to the right of the entrance, climb up, then leap from the pink awning to the green awning. Exit to the Alley through the arch on the small ledge.


12 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

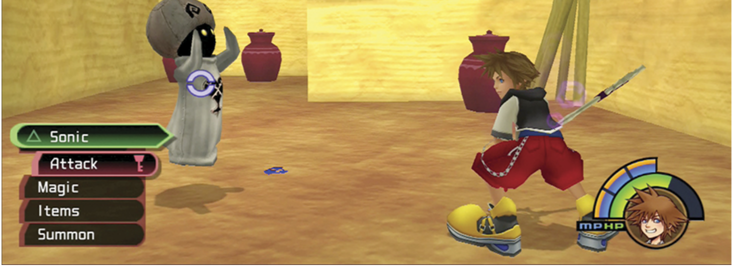

COMMAND
Attack
Magic
Items
Summon
MP HP

Jump across the shutters you used earlier and sneak through the unlocked gate on the far side to Main Street. Reach Aladdin's House through either of the poles that enter it.

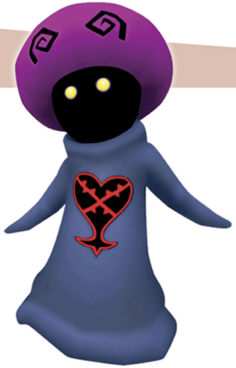
COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Talk to Aladdin and save at the save point. If you want to collect the blue Trinity Mark in the Bazaar ahead, swap out Aladdin for Donald or Goofy in the party. Climb down the pole next to the save point to reach the small ledge outside Aladdin's House. Follow the awnings until you end on the red one opposite another arch. Jump across to the ledge and use the arch to reach the Bazaar.


Sonic
Attack
Magic
Items
Summon
MP HP

Drop down into the Bazaar and wipe out all the Heartless. The especially deadly Black Fungus guard this area. Don't get caught in the poisonous cloud these creatures emit or you'll perish very quickly. Also, when a Black Fungus turns gray, they are invulnerable; they can't be damaged, so retreat and position for a new assault as soon as it returns to normal color. With the Black Fungus threat out of the way, activate the blue Trinity Mark in the center of the Bazaar. You receive a Mega-Ether.



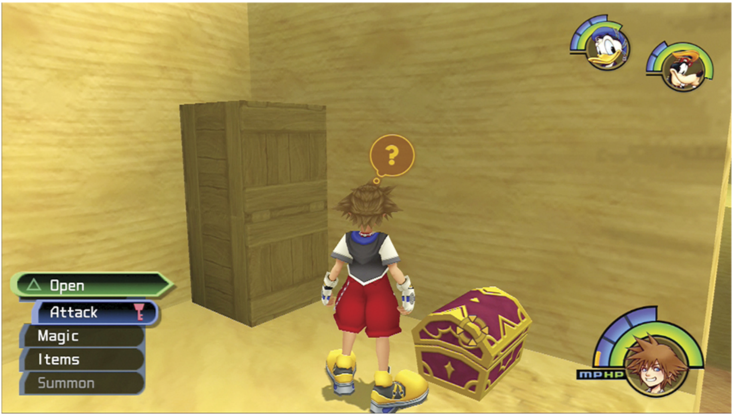
BLACK FUNGUS

Area:	Olympus Coliseum; Agrabah; Halloween Town; Hollow Bastion; End of the World

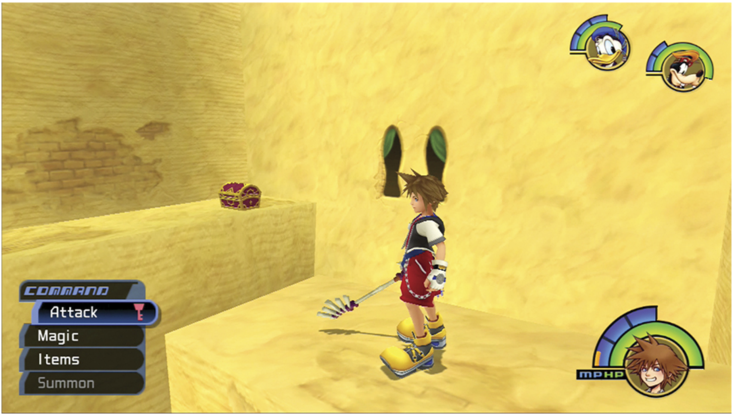
Statistics:		Drops:			Vulnerable to Attack Type:	
HP	9	HP balls	-		Weapon	*
STR	18	MP balls	-		Fire	*
DEF	15	Munny balls	Small x5		Blizzard	*
EXP	96				Thunder	*
MP Recovery	100	1st Item	-	- %	%Attack	100
		2nd Item	-	- %	Stop	100
Attack Type:	Dark	3rd Item	-	- %	Stun	*
					No Type	*

Details When defeated by a Critical Hit 2%: Munny ball: Large x50; Items: Mystery Goo 100%, Mystery Mold 100%. When defeated by a Critical Hit or more powerful combo attacks 18%: Munny ball: Small x50; Items: Mystery Goo 100%, Mystery Mold 10%.
*Reduces damage to 1 point.

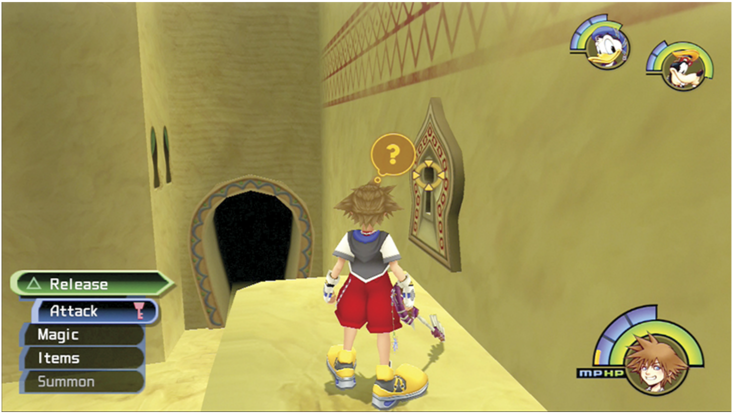
COMMAND
Attack
Magic
Items
Summon
MP HP


?
△ Open
Attack
Magic
Items
Summon
MP HP

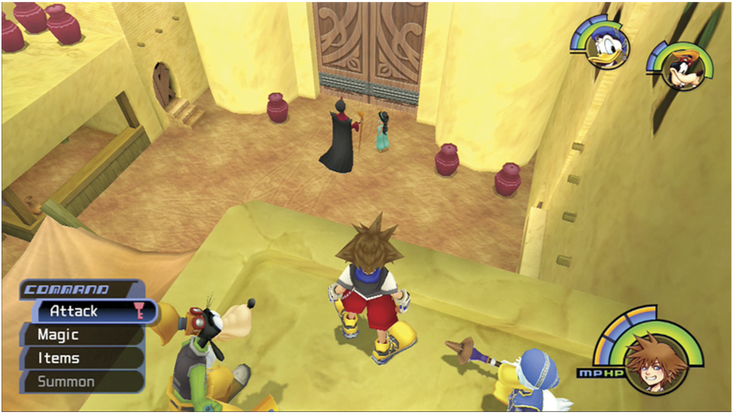
Climb the crates back up to the entrance platform and race across the wall shutters. A red chest hidden around the corner of the far ledge holds a Thundara-G.


COMMAND
Attack
Magic
Items
Summon
MP HP

Continue up to the next ledge. Jump across the gap to the far ledge and open the second red chest for a Fire Ring.


Release
Attack
Magic
Items
Summon
MP HP

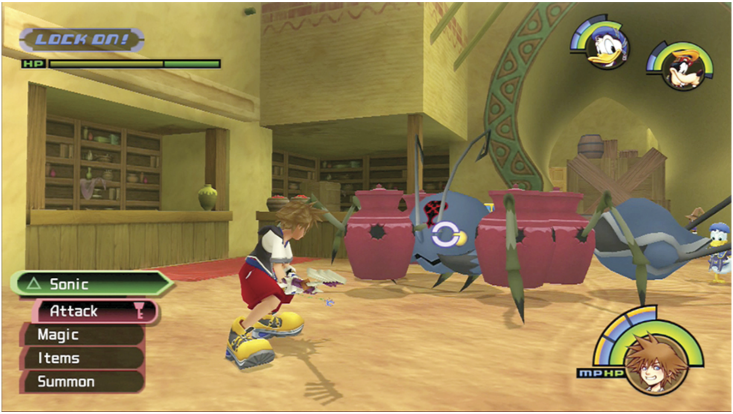
Walk along the ledge you're on to the opposite end. Use the keyhole in the wall here to open the final gate in Main Street.


COMMAND
Attack
Magic
Items
Summon
MP HP

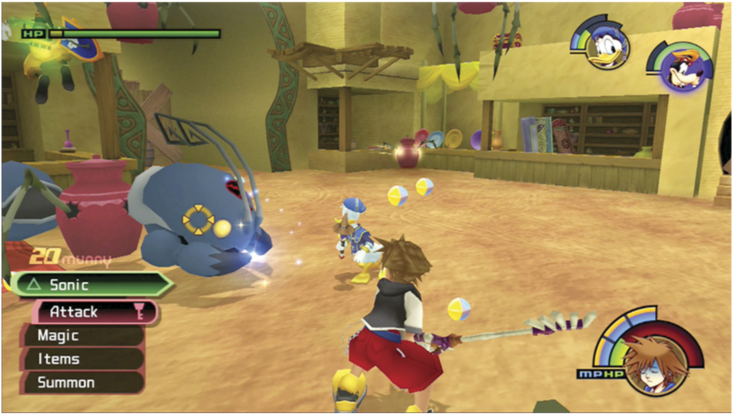
Return to Aladdin's House for a quick save. Load up on potions and ethers for the coming boss fight. Drop down the pole next to the save point and land on the ledge below. Jump from the blue awning to the yellow awning across the street and enter the arch you just opened through the keyhole. You finally meet up with Jafar and Jasmine again, though the vizier has a mean surprise for you.

Step 5: Pot Centipede

HP	600
Strength	18
Defense	15
EXP	250


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

Jafar releases the Pot Centipede on you. The head and tail of the Centipede tries to assemble into a bigger and bigger boss by absorbing the surrounding Pot Spiders in the area. Physical attacks should be your default mode against the Pot Spiders, and if they start assembling into a big Centipede, you can call down Thunder repeatedly on a middle segment to split it apart again.


HP
20 munny
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Magic
Items
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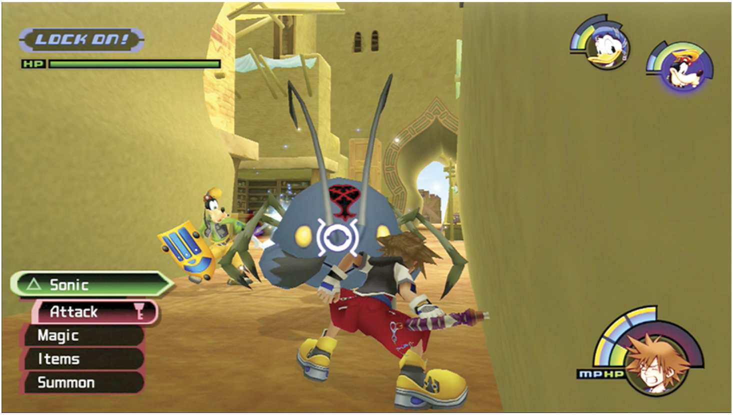
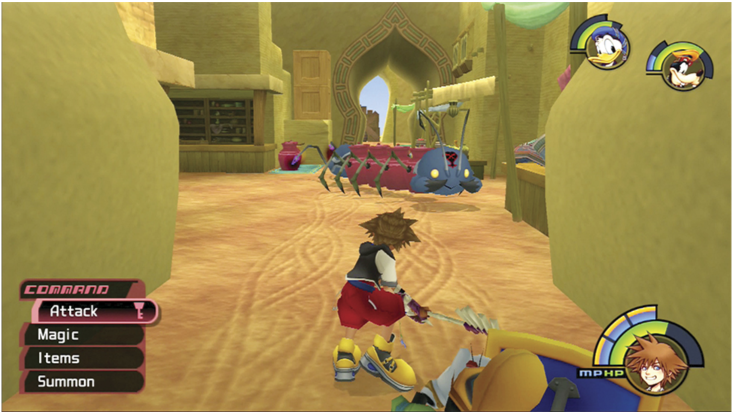
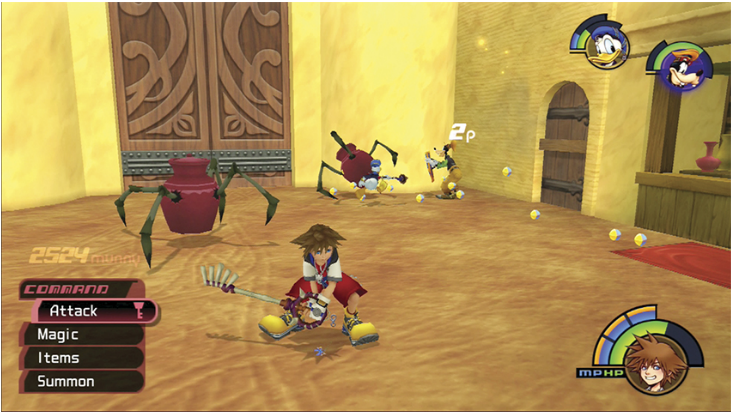
MP HP


LOCK ON!
HP
Sonic
Attack
Magic
Items
Summon
MP HP

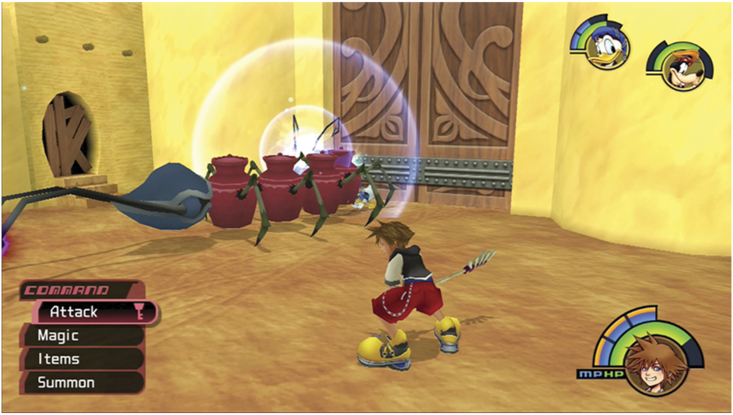
Let your party help corral the Centipede and the Pot Spiders. While they distract the boss, go after the miscellaneous Pot Spiders still milling about. If the Centipede comes after you, play defense and let your companions smash apart Pot Spiders.


COMMAND
Attack
Magic
Items
Summon
MP HP

The battle will take you through multiple areas. Keep the Pot Centipede in sight at all times so it doesn't disappear and begin growing in a new area.


2524 munny
COMMAND
Attack
Magic
Items
Summon
MP HP
2P

Keep Aero up to minimize damage and continue hunting down the Pot Spiders. The more you destroy, the smaller the Centipede ends up.


COMMAND
Attack
Magic
Items
Summon
MP HP

The Centipede's head and tail share HPs, so loop around and attack the tail if you can. Stay away from the head as you deal steady damage. Eventually, the beast will have no more segments and its health will deplete through your combined assault. You receive the Ray of Light accessory upon victory.

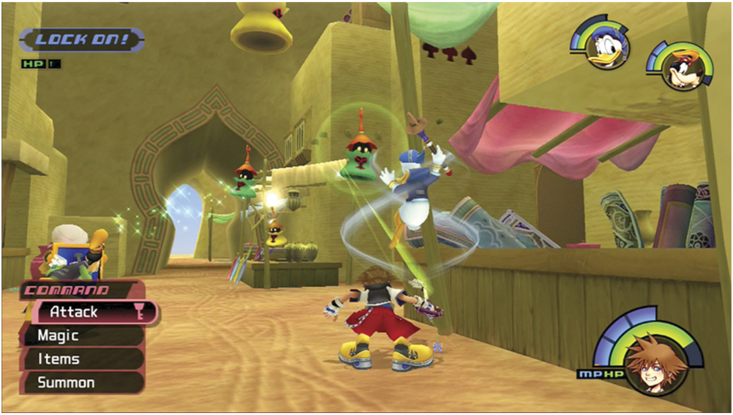
Essential Upgrade: Ray of Light

HP +3

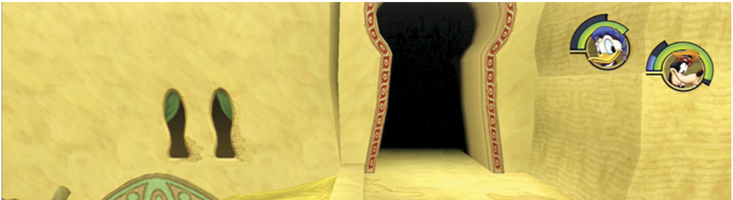
MP +1

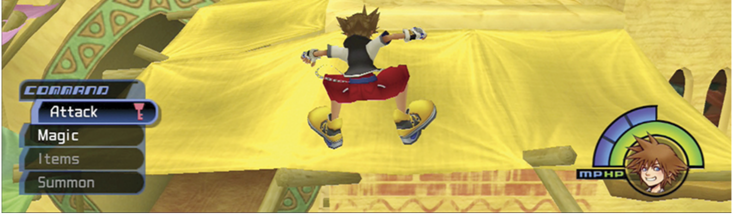
Because the Ray of Light enhances magic and summoning power, it's best in Donald's hands and should be an immediate upgrade. The boost to HP will also keep Donald in fights longer, giving him time to heal and deal more damage.

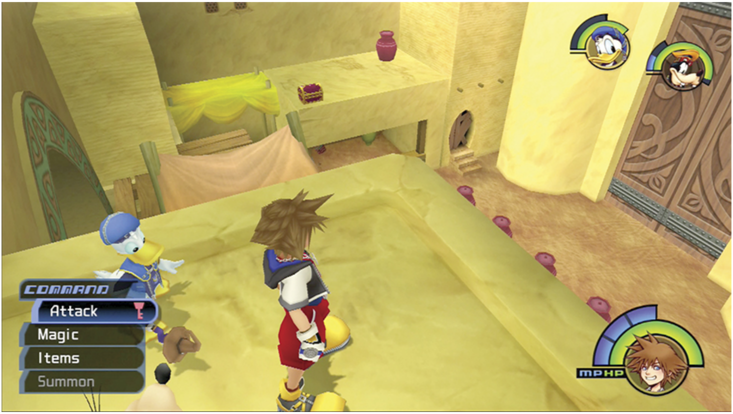
Step 6: Chase After Jafar


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

While you're busy with the Pot Centipede, Jafar kidnaps Jasmine. Cut through the Heartless remaining in the city and return to Aladdin's House to replenish stock and save.

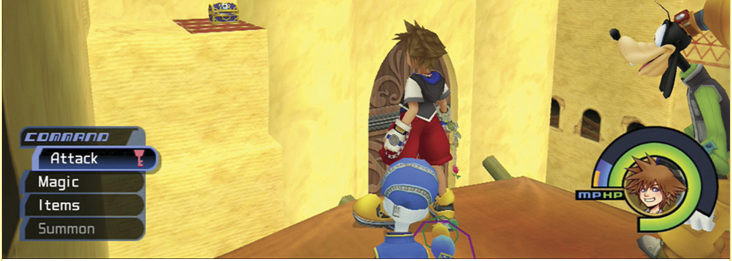



COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

When you exit Aladdin's House, head toward the Palace Gates' entrance near the yellow awning. From the high ledge, jump down to the pink awning and then over to the wooden platforms. Leap over to the nearby ledge and open the red chest for a Protera Chain. Drop down and head for the Desert exit. The faithful Magic Carpet will bring you out to where Jafar has fled—the Cave of Wonders.

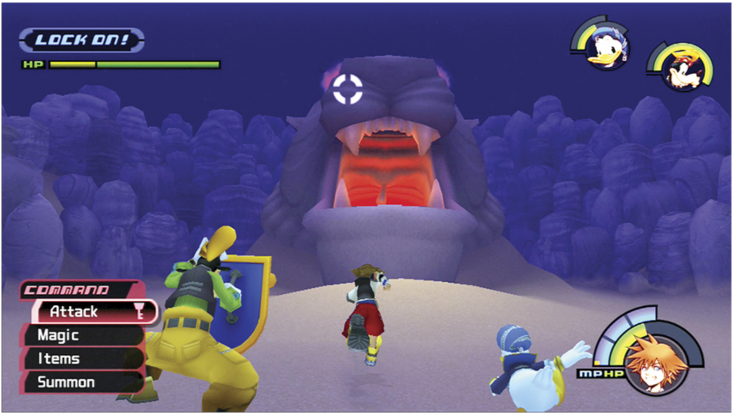
Hidden Items: Dalmatians and Osmose-G


COMMAND
Attack
Magic
Items
Summon
MP
HP

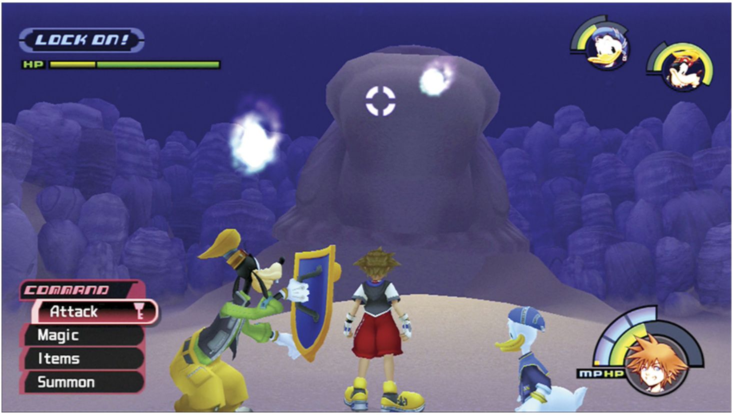
Once you reach the Palace Gates, use your High Jump ability (received in Monstro) to scale the tall ledge and open a chest containing an Dalmatians 52, 53, 54. Glide (Glide ability received in Neverland) over to a high ledge with a red carpet. The blue chest on the carpet releases Osmose-G.

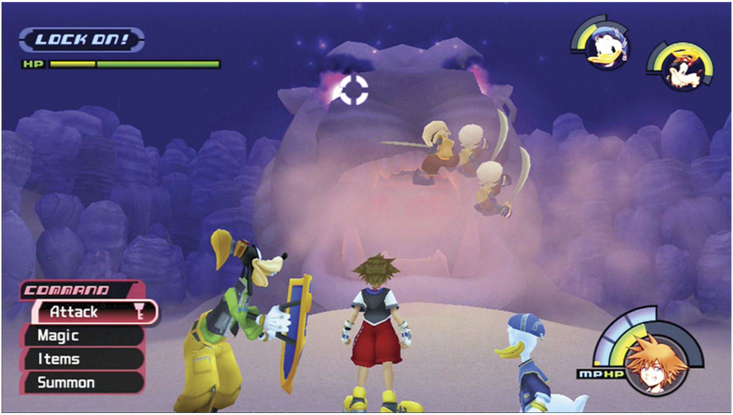
Step 7: Cave of Wonders Guardian

HP	380
Strength	18
Defense	15
EXP	400

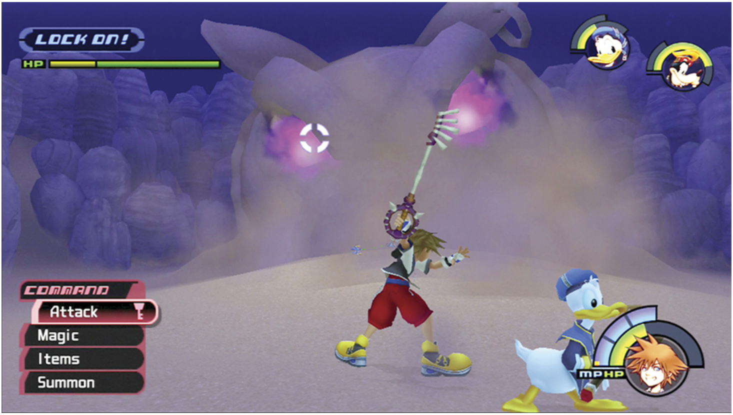

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

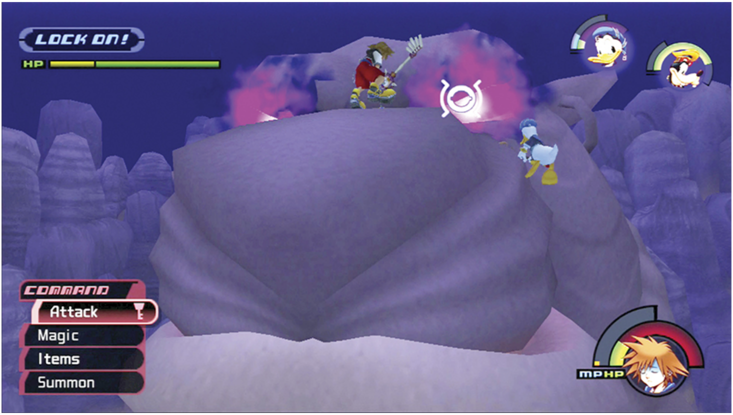
The Cave of Wonders entrance itself attacks you! This Guardian must be defeated before you can enter the caves. Lock onto one the Guardian's eyes and prepare for a long fight.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

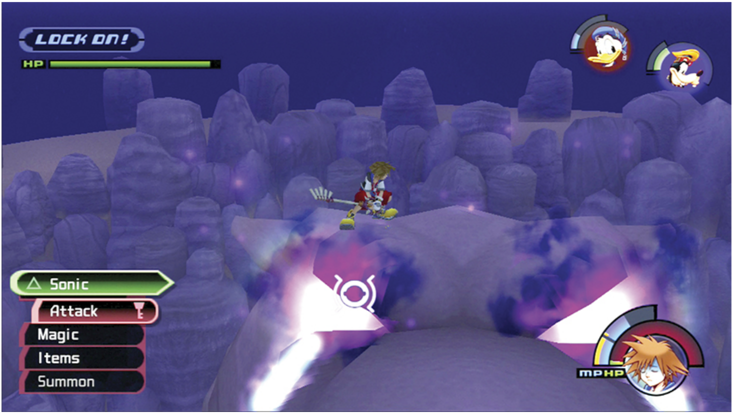

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The Guardian spits out white energy balls and Heartless enemies to savage you in the sands. Dodge the energy balls when they veer toward you, and let your party companions handle the normal Heartless. You should concentrate your efforts on the Guardian unless you need to destroy some Heartless for their HP balls.

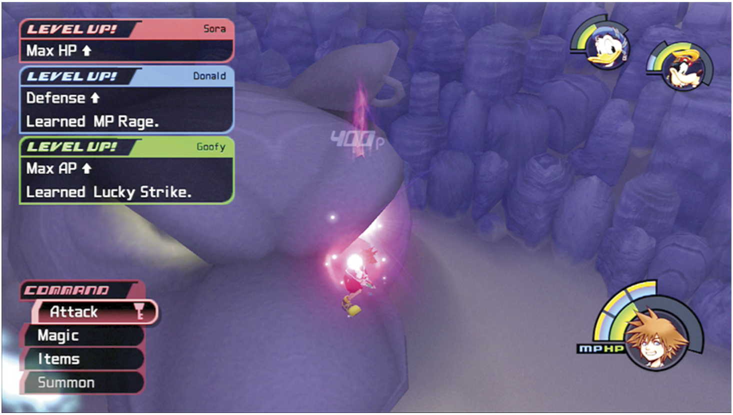

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

When the Guardian sinks its jaws into the sand it readies a powerful and nearly unavoidable breath blast. The only way not to take damage is to jump on the beast's nose when it's in this lowered position. Fortunately for you, that's exactly where you want to be to deal damage to the Guardian.


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

Try to stay atop the Guardian statue as long as possible. Slash away at the eye you have targeted, and if you want to use any magic, rely on Thunder—you don't have to target the boss specifically and it deals full damage, unlike all the other spell types.



LEVEL UP! Sora
Max HP ⬆

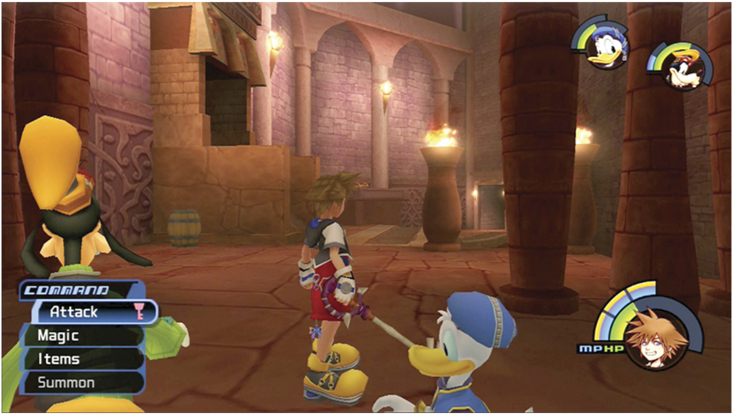
LEVEL UP! Donald
Defense ⬆
Learned MP Rage.

LEVEL UP! Goofy
Max AP ⬆
Learned Lucky Strike.

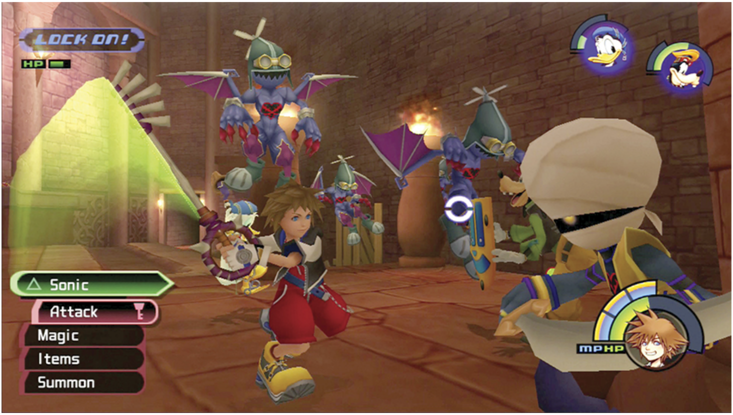
400p
COMMAND
Attack
Magic
Items
Summon
MP HP

If you fall off, dodge attacks until you can climb back on. Continue crushing the eyes until you drop the Guardian's health meter all the way down. Finally, the massive statue-creature will cease being a boss and transform into a normal entrance.

Step 8: Explore the Upper Level

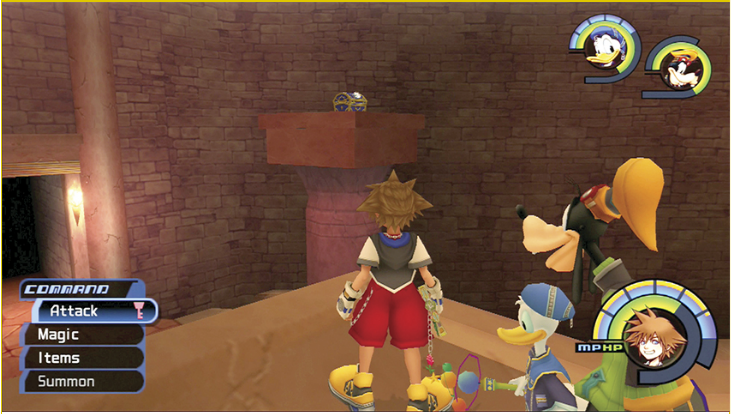


COMMAND
Attack
Magic
Items
Summon
MP HP

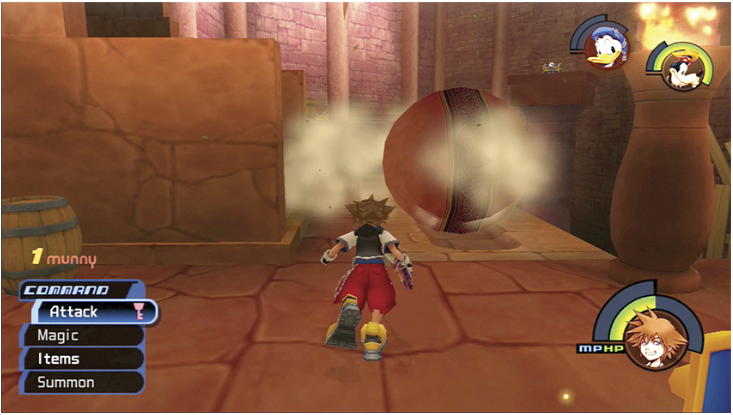

LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

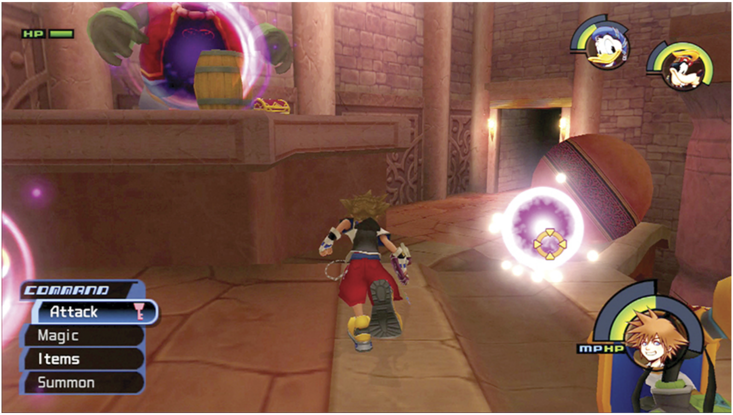
Step up into the Guardian's mouth and proceed into the Entrance area. Fight back the Heartless that appear as you work toward the left side of the room.

Hidden Item: Dalmatians 49, 50, 51


COMMAND
Attack
Magic
Items
Summon
MP HP

A pedestal on the other side of the chasm inside the Cave of Wonders' Entrance holds a blue chest. The only way to reach this chest is to make a daring Glide across the chasm and grab onto the ledge. Open the chest for Dalmatians 49, 50, 51.

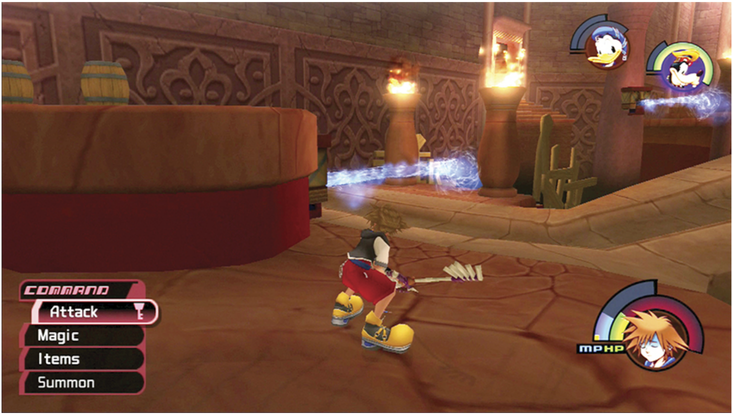

1 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

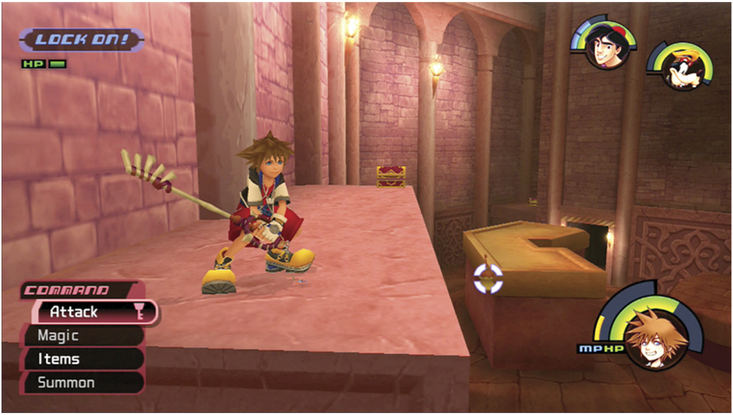

HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Avoid the big rolling boulder on its track and swat back more Heartless as they materialize. Once you've cleared the area, open the red chest on the left platform for a Mega-Ether.

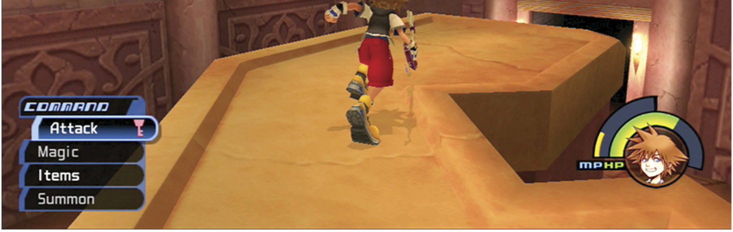
Caution

If you fall into the chasm, you land in the Relic Chamber below and will have to find a path back up to the Entrance.

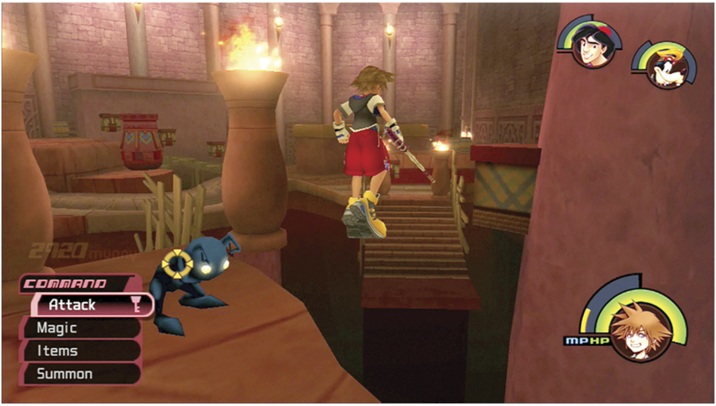

COMMAND
Attack
Magic
Items
Summon
MP HP

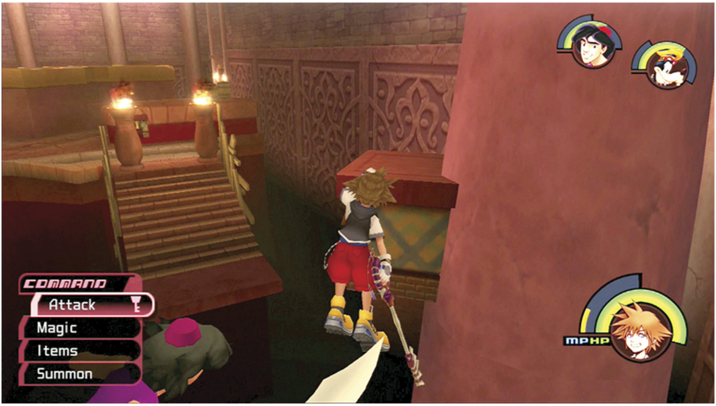

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

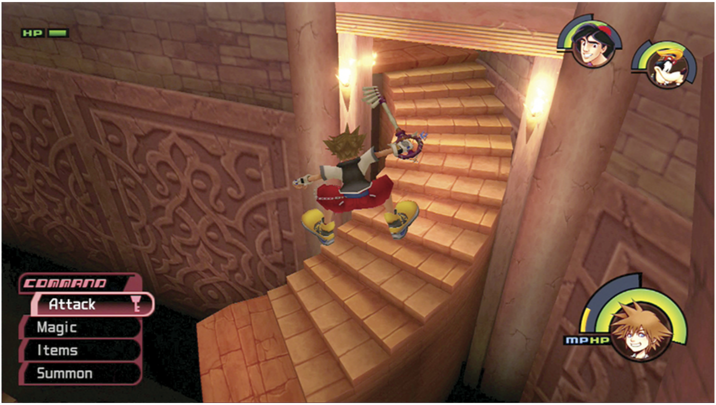
Exit into the Hall. Watch out for the rolling boulders and water jets that can knock you into the chasm. Jump up the barrels to reach the center platform where you'll discover a red chest with an Elixir.


COMMAND
Attack
Magic
Items
Summon
MP HP

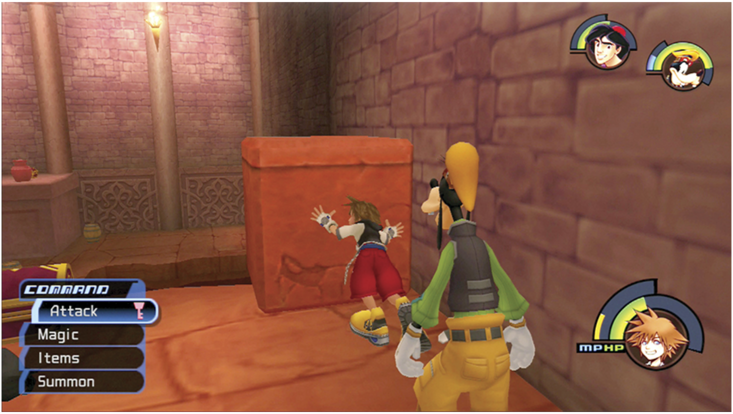
Leap down to the adjacent lower platform and cross it to the far side. Jump from the platform to a corner alcove. Here you'll find a red chest with a Mythril Shard.


2120 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

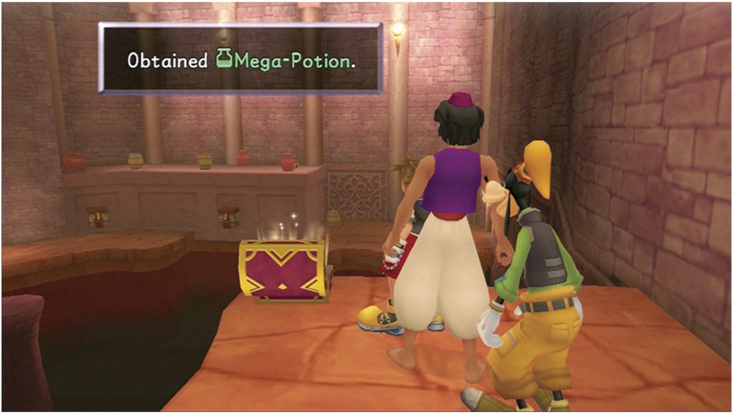

COMMAND
Attack
Magic
Items
Summon
MP HP


HP
COMMAND
Attack
Magic
Items
Summon
MP HP

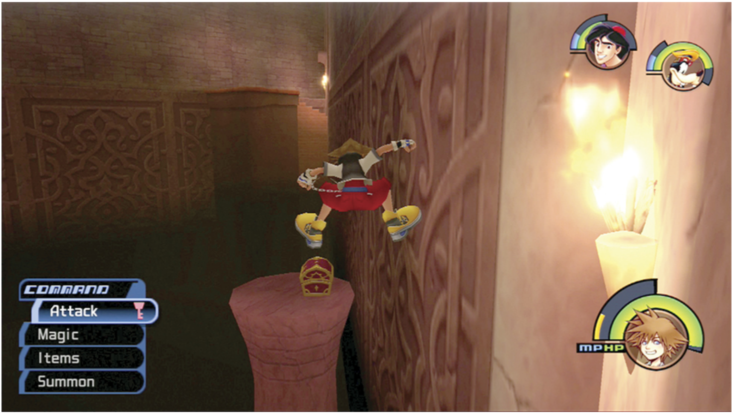
Double back to the Hall's entrance and move toward the stairs down near the chasm. Make the long leap to a tiny ledge hanging high up on a column, then catapult out and down to the disconnected stairway leading into the Bottomless Hall.

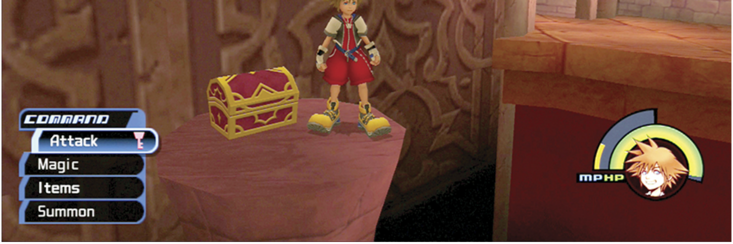

COMMAND
Attack
Magic
Items
Summon
MP HP

Once on the ledge in the Bottomless Hall, push the stone block until it falls into the depths below.

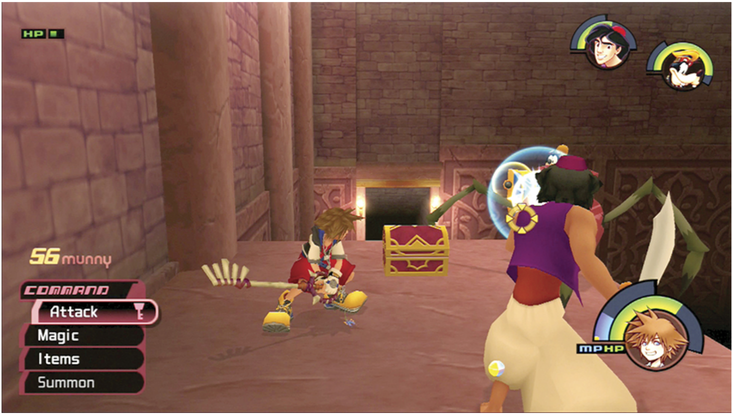

Obtained Mega-Potion.

Now open the nearby red chest for a Mega-Potion. Retrace your steps to the Hall and jump back to the main area. Look for the doorway that leads into the larger portion of the Bottomless Hall.

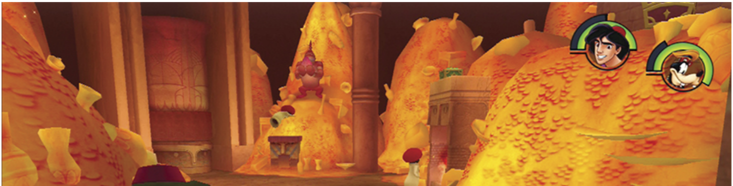

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

As soon as you enter the Bottomless Hall, turn to your right. A red chest sits atop a thin column out in the middle of the chasm. It's possible to grab the column lip with a very long jump. Pull yourself up and open the chest for an Elixir.

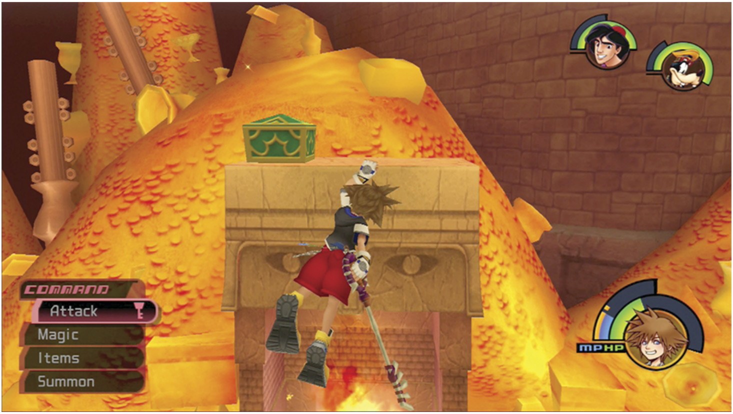

HP
56 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

Use the first water spout to reach the platform overhead. You'll have to battle Heartless on the platform, and your main concern should be not falling off. Once they're cleared, open the red chest for a Cottage.

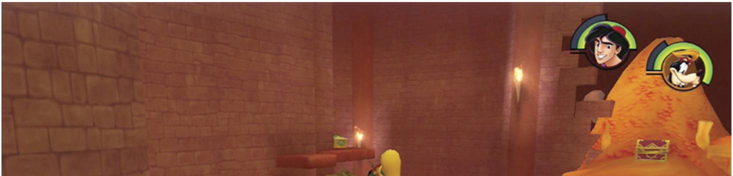


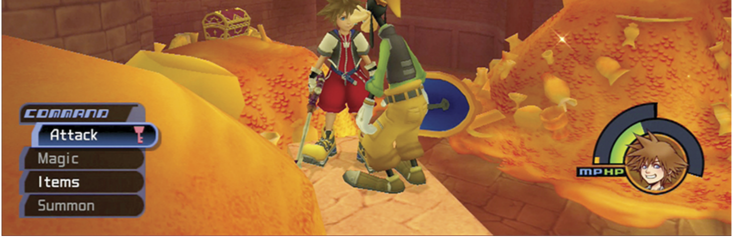
COMMAND
Attack
Magic
Items
Summon
MP HP

Enter the Treasure Room for some glorious sights—piles of gold everywhere! Interact with the White Mushrooms here to earn Arts items (see the "Mushrooms" chapter for complete details).

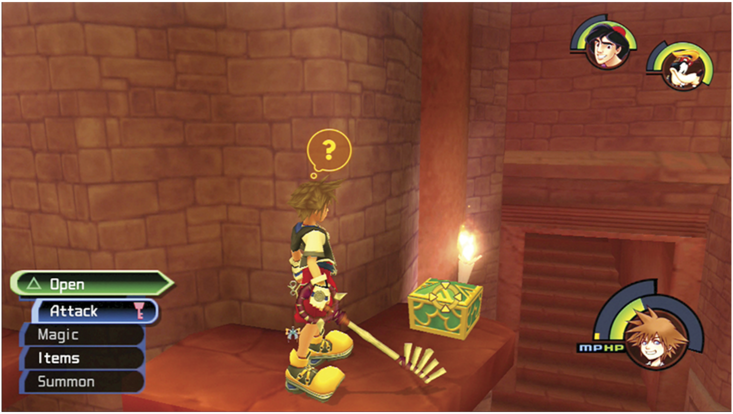

COMMAND
Attack
Magic
Items
Summon
MP HP

Grab onto the fireplace and pull yourself up atop the gold pile. Open the green chest here for a Defense Up.

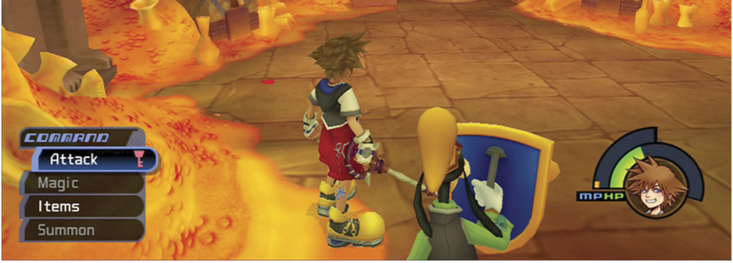



COMMAND
Attack
Magic
Items
Summon
MP HP

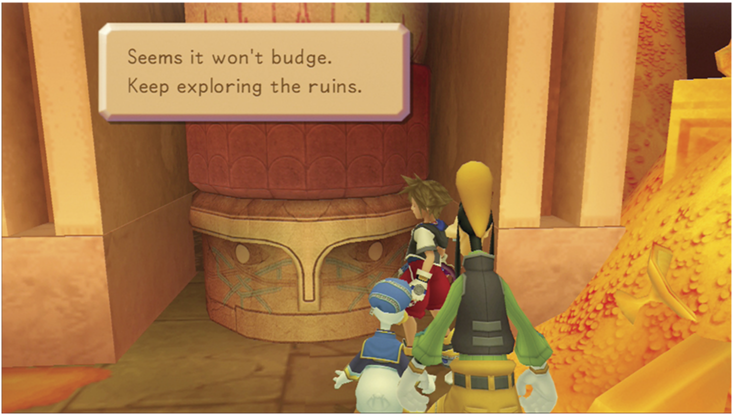
Jump from the fireplace to the nearby gold pile to reach a red chest. Open the chest for a Mythril Shard.


?
△ Open
Attack
Magic
Items
Summon
MP HP

Continue ahead and jump from the gold piles to a couple of small stone ledges. On the last one you'll find a green chest with Dalmatians 37, 38, 39.


COMMAND
Attack
Magic
Items
Summon
MP HP

The red Trinity Mark in the middle of the Treasure Room releases a shower of munny and a Mythril Shard.



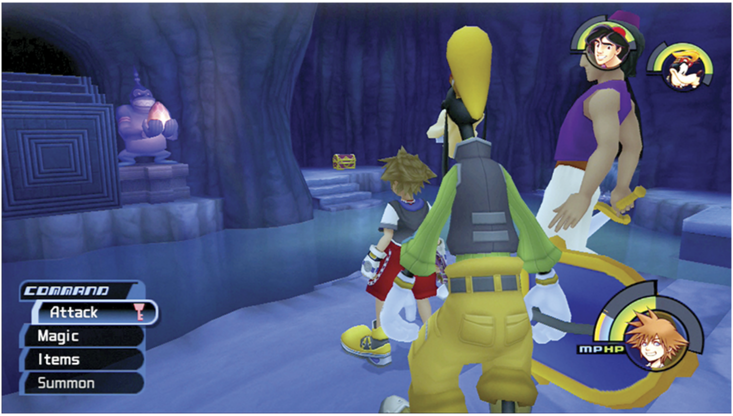
Seems it won't budge.
Keep exploring the ruins.

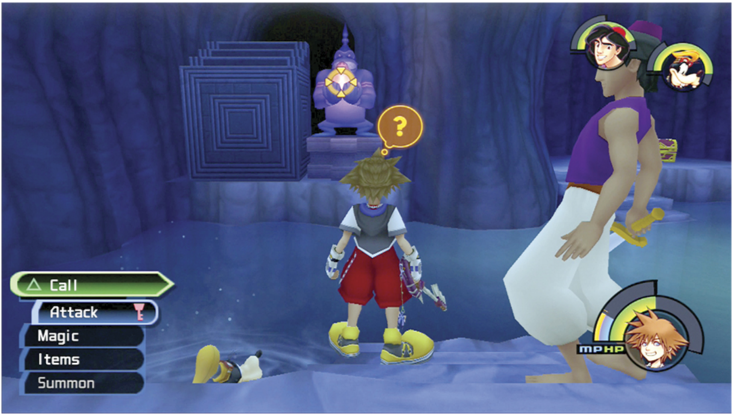
Unfortunately, a pillar blocks the entrance to the Lamp Chamber. It's time to explore the lower level to figure out how to enter the Lamp Chamber.

Step 9: Explore the Lower Level

COMMAND
Attack
Magic
Items
Summon
MP HP

To explore the lower level fully, return to the Entrance and descend the stairs to the Relic Chamber. Note that Aladdin must be in your party to open all the secret areas in the lower level.

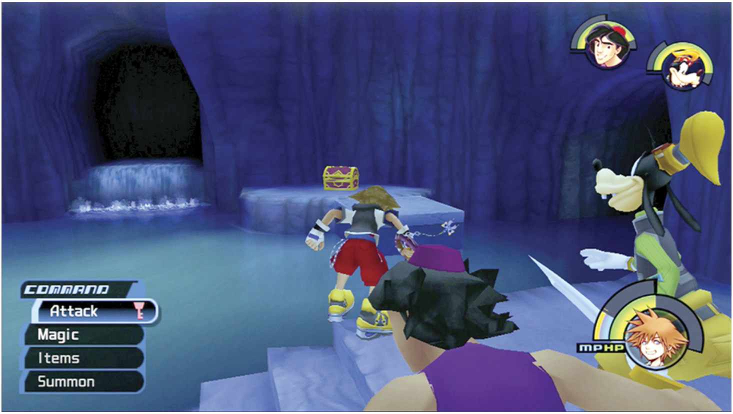

COMMAND
Attack
Magic
Items
Summon
MP HP


?
△ Call
Attack
Magic
Items
Summon
MP HP

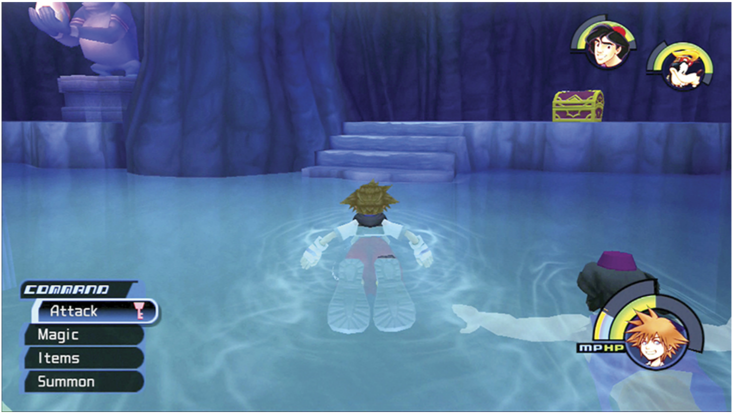
With Aladdin in your party, enter the Relic Chamber and lock onto the monkey statue across the water. Aladdin's pet monkey, Abu, will jump across the water and activate the gem in the statue's hands. A secret passage opens on that side.

Abu

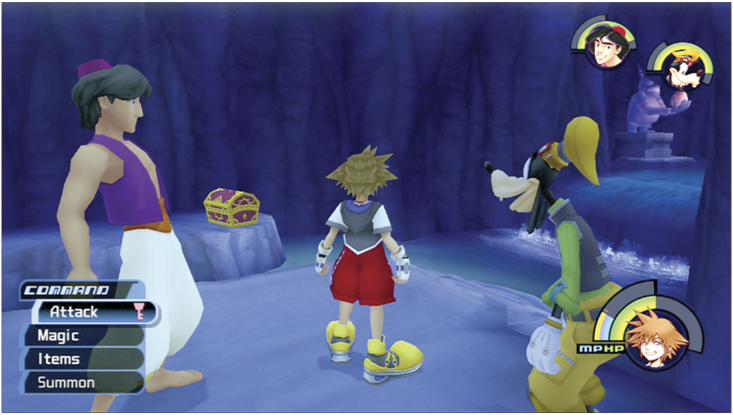
Aladdin's faithful friend, Abu, accompanies him where ever he goes. Abu is small and quick; he's an ideal ally for the tight underground passages in the Cave of Wonders. He can be distracted by shiny treasure, but since you really need Abu beneath the Treasure Chamber, he won't be a liability.


COMMAND
Attack
Magic
Items
Summon
MP HP

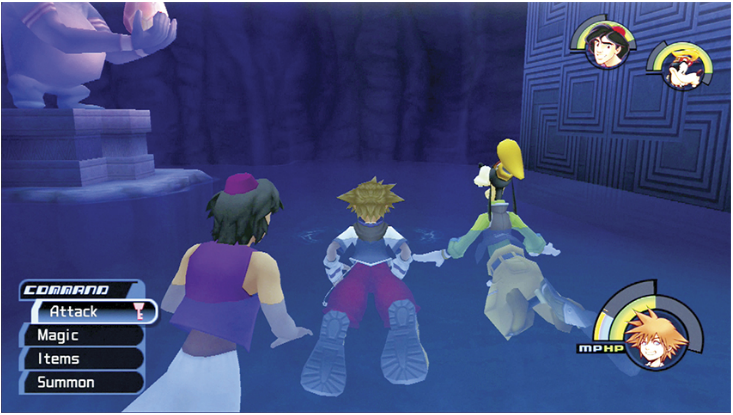
Before you check out the secret passage, leap across the square rock you dropped from the Bottomless Hall above. From the square rock you can hop over to the corner platform with a red chest. Open the chest for Mythril.

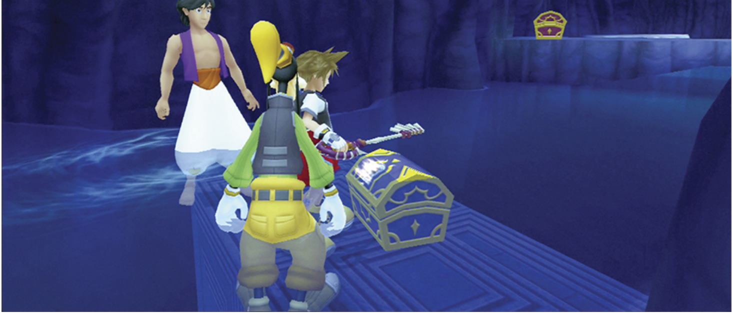

COMMAND
Attack
Magic
Items
Summon
MP HP

Swim across the water to the second red chest. Open it for a Thunder Ring.

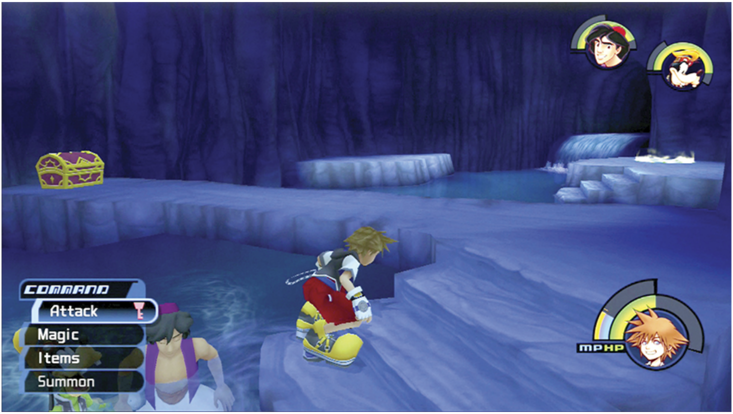

COMMAND
Attack
Magic
Items
Summon
MP HP

Enter the secret passage to discover a hidden part of the Dark Chamber. Once inside, jump from the initial platform to the adjacent platform and open the red chest there for a Meteor-G.

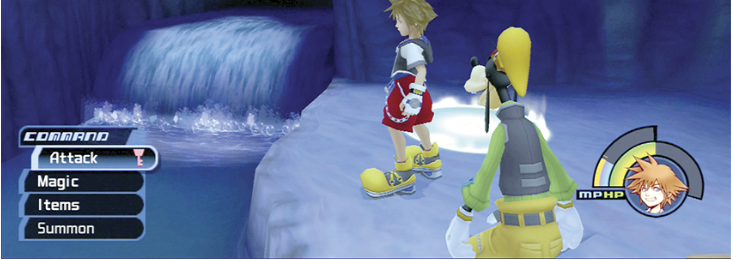

COMMAND
Attack
Magic
Items
Summon
MP HP



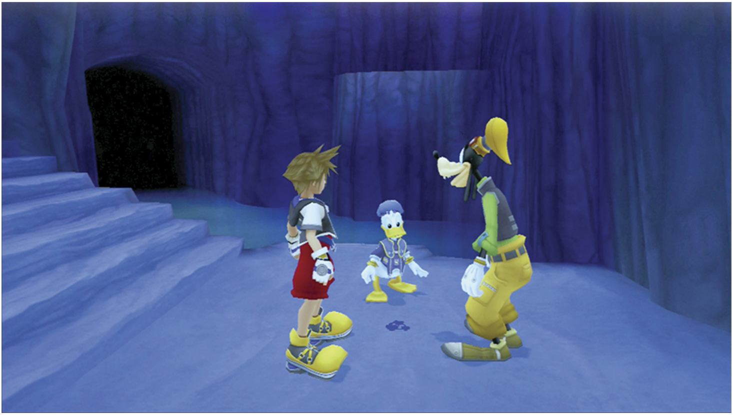
Swim upstream and call Abu to activate the second monkey statue. A secret wall drops to grant access to a new section of the Dark Chamber. Atop the wall lies a blue chest with a Protera Chain.


COMMAND
Attack
Magic
Items
Summon
MP HP

Swim farther into the Dark Chamber and climb the steps to the next platform. Walk out to the far side and open the red chest for a Torn Page that helps you unlock the Hundred Acre Wood. Jump in the water and swim over to the save point.

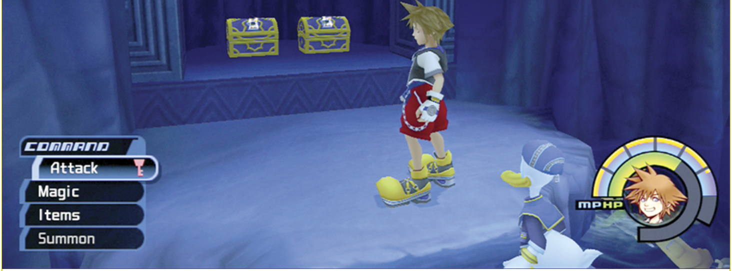

COMMAND
Attack
Magic
Items
Summon
MP HP

Edge out from the save point and leap across the water to the far platform. Open the chest for a Cottage. Jump back, save, and create a party with Donald and Goofy so you can activate the Trinity Mark in the next room.

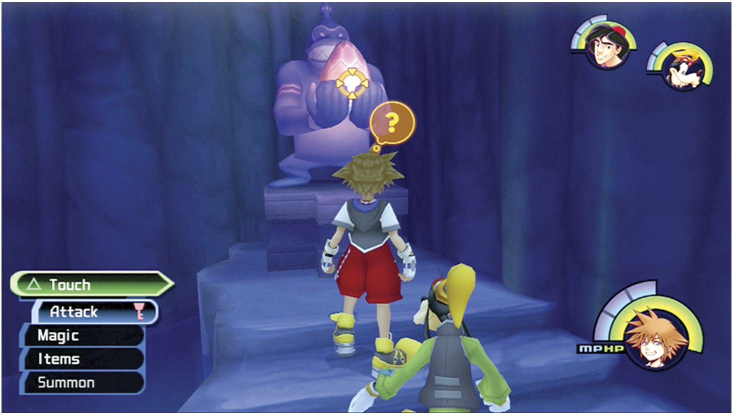


Swim upstream to the Silent Chamber and look for the blue Trinity Mark on the platform between the staircases. Trigger the Mark for a chest with a Thundara-G inside. Swim back to the save point and switch Aladdin into your party, then return to the blue Trinity Mark platform.

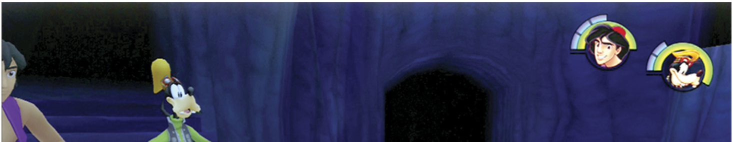
Hidden Items: Dalmatians and Haste2-G

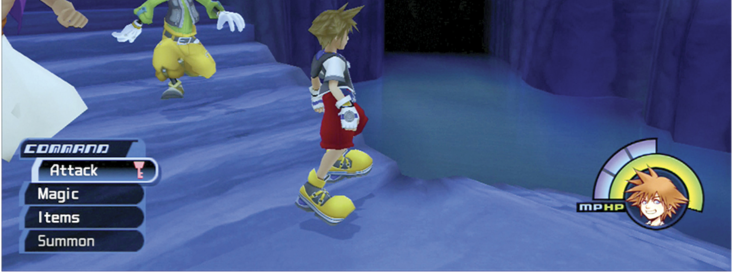

COMMAND
Attack
Magic
Items
Summon
MP HP

Touch the monkey statue in the Silent Chamber to open a secret door in the upper part of the area. Once you have the High Jump, leap up to this secret access, which leads into the upper portion of the Hidden Room. Touch another monkey statue in here to open a secret door below you. Drop down and open both blue chests for Dalmatians 46, 47, 48 and a Haste2-G.

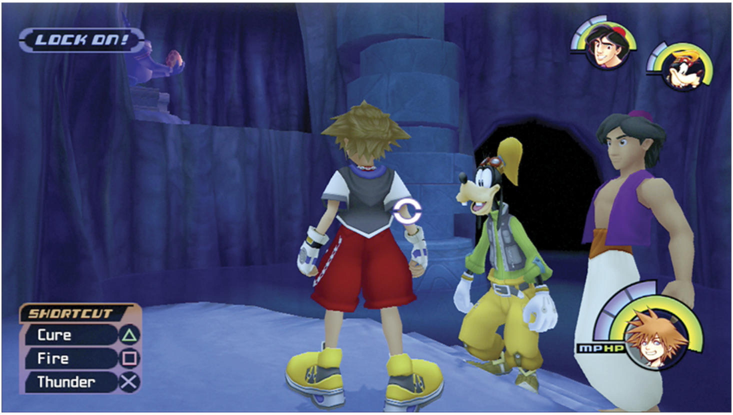

Touch
Attack
Magic
Items
Summon
MP HP

Swim downstream to the third monkey statue. Touch the gem on the statue to open a secret passage high up on the wall. You can't do anything with this passage until you return with the High Jump ability, but you've set it up for when you do.

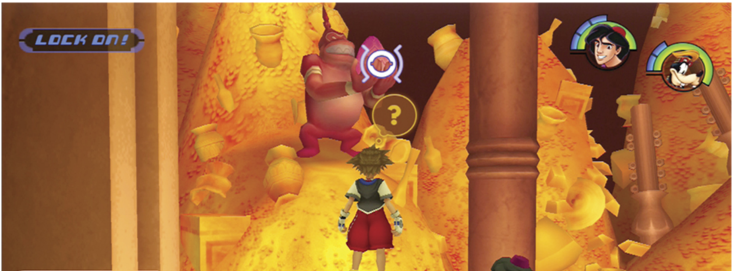



COMMAND
Attack
Magic
Items
Summon
MP HP

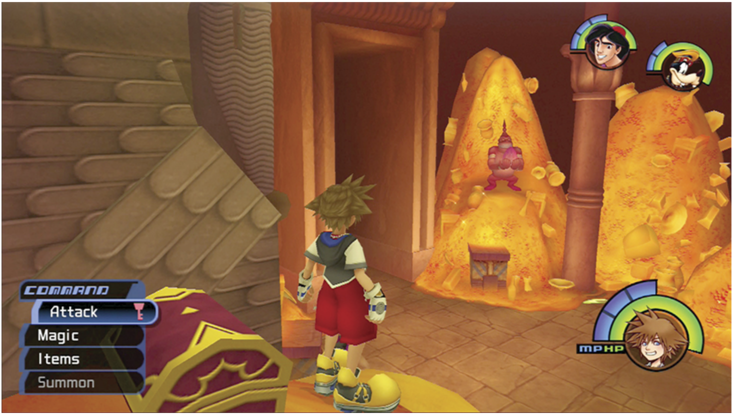
Swim back to the upper portion of the Silent Chamber and dive off the stairs into the side pool. The hard-to-see opening in this pool leads to the Hidden Room.


LOCK ON!
SHORTCUT
Cure
Fire
Thunder
MP HP

Swim to the platform and then lock onto the nearby pillar. Cast Fire and the pillar will explode, lowering the column blocking the Lamp Chamber above. Swim back to the Silent Chamber, climb the stairs to the Hall, cut across to the Bottomless Hall, and finally take the entrance into the Treasure Room.

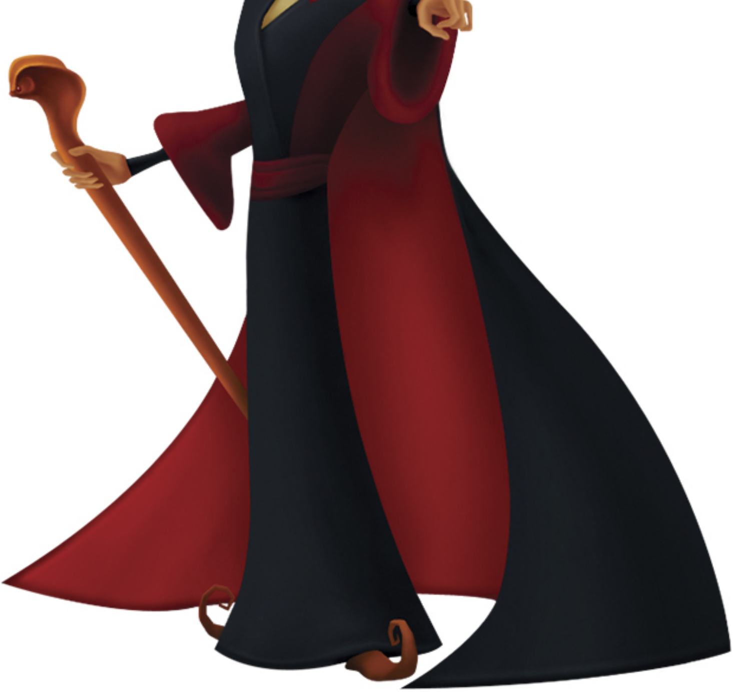


△ Call
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

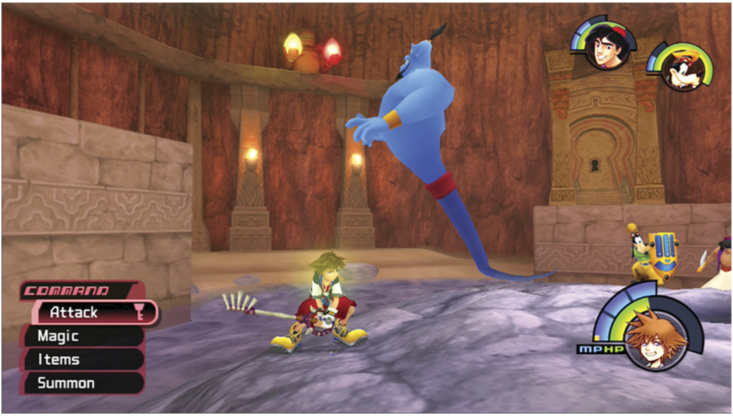
Look for the monkey statue to the right of the Lamp Chamber. Call Abu to activate the monkey statue and it will propel you across the room and up onto a gold pile with another red chest. Open the chest for a Thundaga-G. Save at the nearby save point and prepare for your final encounters against Jafar.

Step 10: Jafar

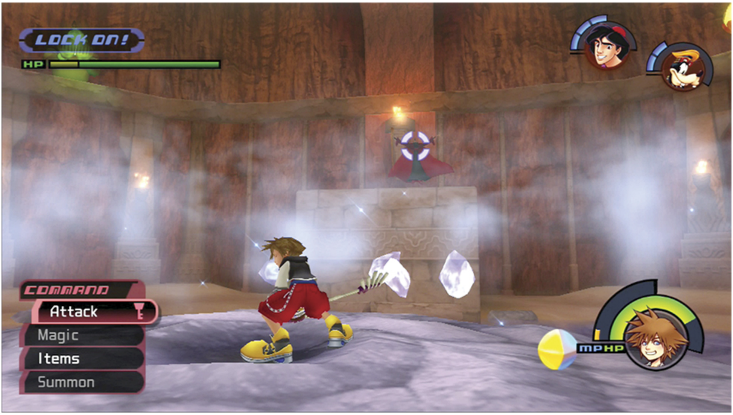


HP	500
Strength	18
Defense	15
EXP	600

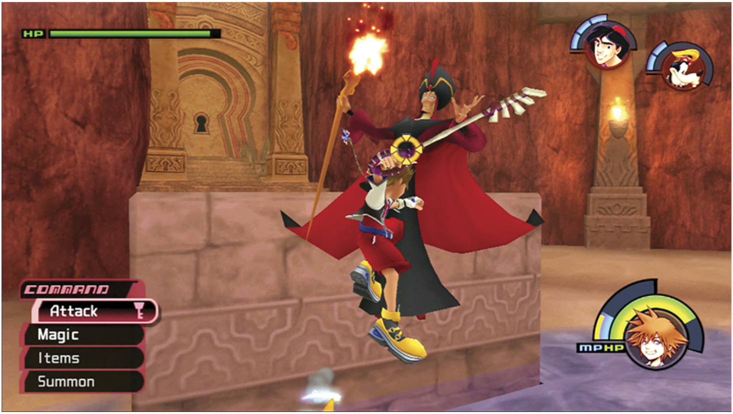
SHORTCUT
Fire
Thunder
Aero
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Face to face with Jafar, you find out that the vizier has both Jasmine and Genie, and your once-faithful blue servant is ordered to fight against you. Genie, however, doesn't want to fight against you; he will only hit you for light damage, and when he does, he releases HP balls for you to recover your lost health. Ignore Genie and concentrate on taking down Jafar.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Jafar's main attack is a fire beam from this staff. As he floats around from platform to platform, dodge the fire beams and wait until he settles before pouncing on him. He may also conjure an ice storm in the middle of the chamber. To skip damage completely, stay on the move and avoid the center of the chamber when you see the ice block forming.


HP
COMMAND
Attack
Magic
Items
Summon
MP HP

When Jafar turns into a white light, you can't harm him. Track his movement and wait for him to materialize near the ground. Assault him with as many combos as you can get off before he floats off again.

Stay patient and play defensive until you gradually wear Jafar down. Eventually, the vizier will explode with energy and leave a huge crater in the chamber floor. Jump down into the crater when you are ready for part two of your encounter with Jafar. In the meantime, return to the save point and replenish any spent items. As a reward at the end of this battle, you Blizzard spell upgrades to Blizzara.

Essential Upgrade: Blizzara Spell

Enhanced Ranged Cold Damage

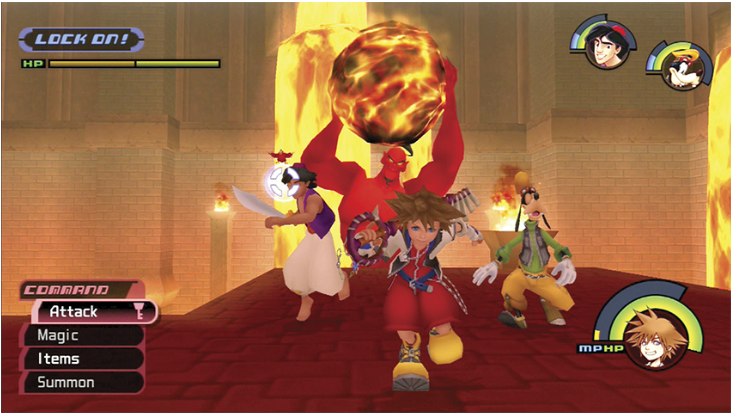
Your cone of damage on your cold spells now increases. You can catch more enemies with your spell, though it still has a much shorter range than your Fire or Thunder spells.

Step 11: Jafar-Genie

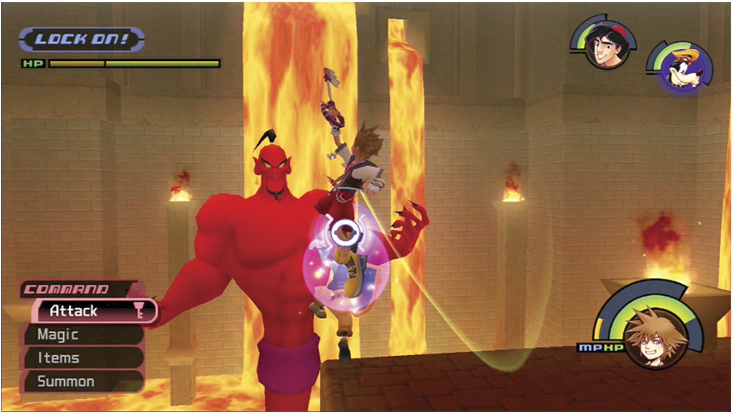
HP	750
Strength	18
Defense	15
EXP	730

The imposing Jafar-Genie rises from the molten lava after you touch down in the crater. Notice that you start on a central platform with smaller platforms around it. These platforms will move up and down in the lava. Pay attention to where you are at all times.

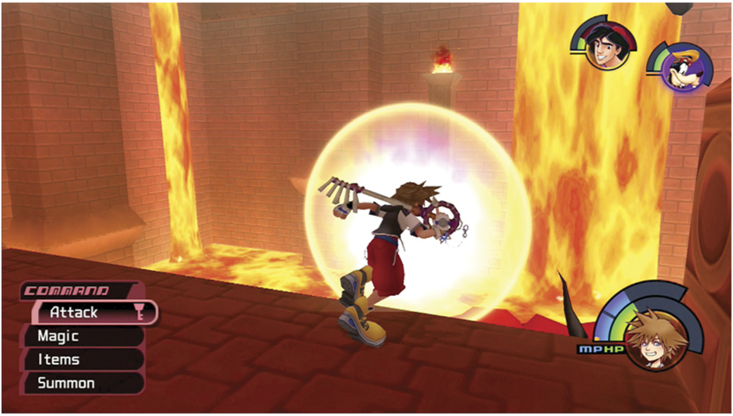
LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

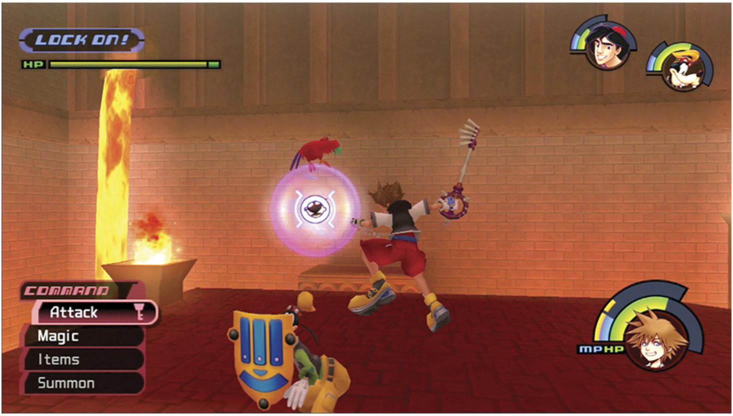

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Jafar sinks back into the lava from time to time and rises in new locations. Be on guard that he doesn't sneak up behind you during the fight. When he reaches down and pulls up a huge fireball, scatter and dodge the fireball at all costs. This attack does huge damage and can obliterate the party if you're not careful. If another platform is lower than yours, you can avoid fireball damage by temporarily jumping down to the lower platform until the heat dissipates.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The key to defeating Jafar-Genie, however, is not to target the big boss but his small minion, Iago. The parrot flies around the room with Jafar's genie lamp, and the lamp and Jafar-Genie share the same HPs! It's much easier to land blows on the defenseless bird than the powerful genie.


COMMAND
Attack
Magic
Items
Summon
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Follow the parrot around the room while dodging Jafar-Genie's attacks. Wait until Iago flies over one of the higher platforms and launch your attacks on the parrot as long as he's over stone.

When you get Jafar-Genie's HPs down to zero, you defeat the evil vizier and trap him in his new lamp. For defeating Jafar, you receive Ansem's Report 1 and your Fire spell gets upgraded to Fira.

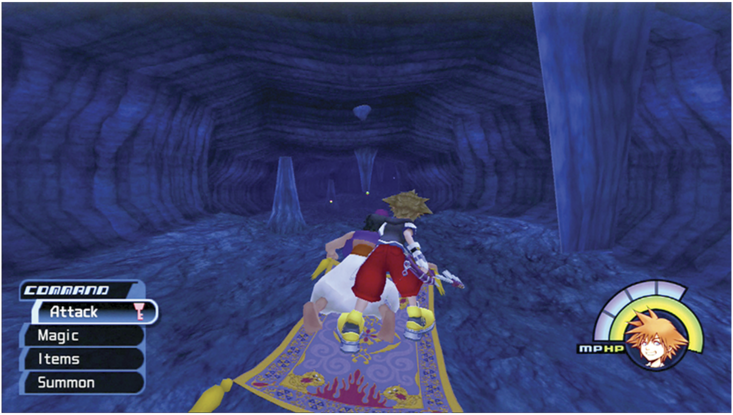
Essential Upgrade: Fira Spell

Enhanced Ranged Fire Damage

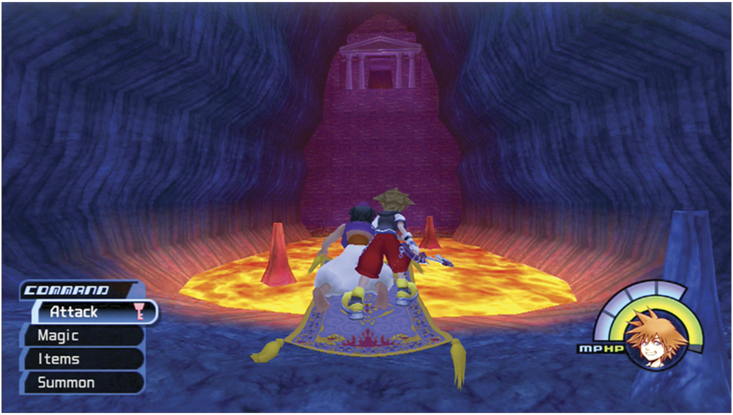
Your Fire damage gets a big boost. This should still be your primary damage spell against single targets. Make sure you adjust your Customize menu for both your new Blizzara and Fire spells.

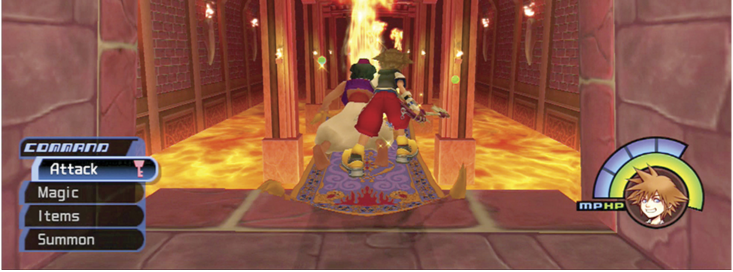
Step 12: Escape the Cave of Wonders

You seal the Agrabah keyhole after your victory over Jafar. Unfortunately, Jasmine is missing and you have a bigger immediate problem—the Cave is collapsing!

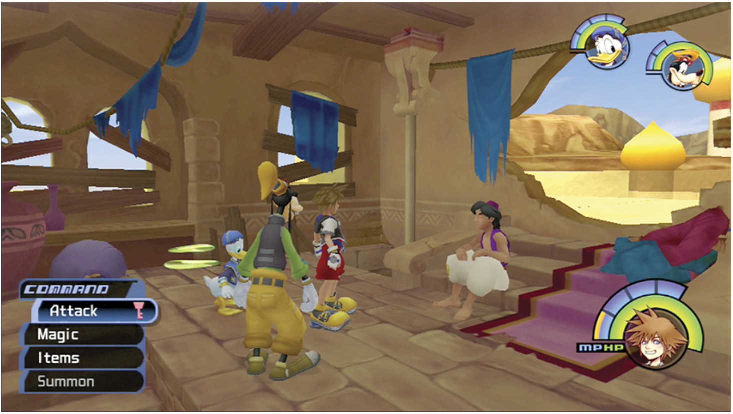

COMMAND
Attack
Magic
Items
Summon
MP HP

Hop on the Magic Carpet and ride out of the destruction. Steer back and forth to avoid falling rocks and debris.


COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

You can also boost your speed or flip over if you need to avoid obstacles. Jet over the fire pits and when you see the exit, zoom out and into the safety of the open desert.


COMMAND
Attack
Magic
Items
Summon
MP HP

Aladdin takes you back to his house. He frees Genie with his third wish, and Genie agrees to accompany you as an ally in search of Jasmine. Aladdin thanks you for all your help and rewards you with the Three Wishes key chain and the ability to use green Trinity Marks.

Essential Upgrade: Three Wishes

ATK 6

STR +3

This upgrade to the Keyblade serves as a powerful weapon that is difficult to deflect. The higher Attack value and Strength increase will help heap on more physical damage in close combat.

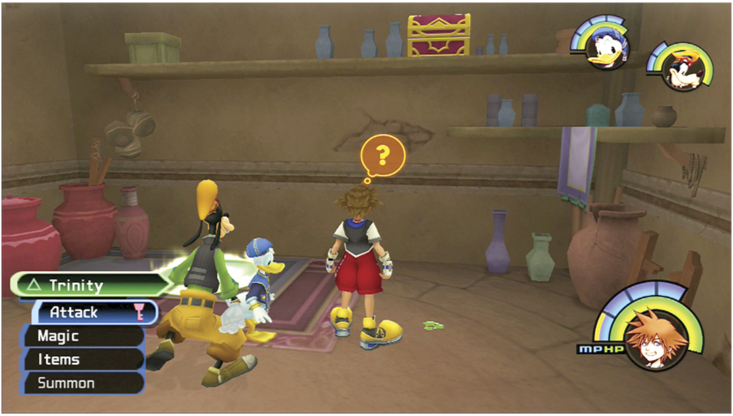
Essential Upgrade: Genie Summons

Required MP: 2

Duration of Summon: Max MP x 8.3 Seconds

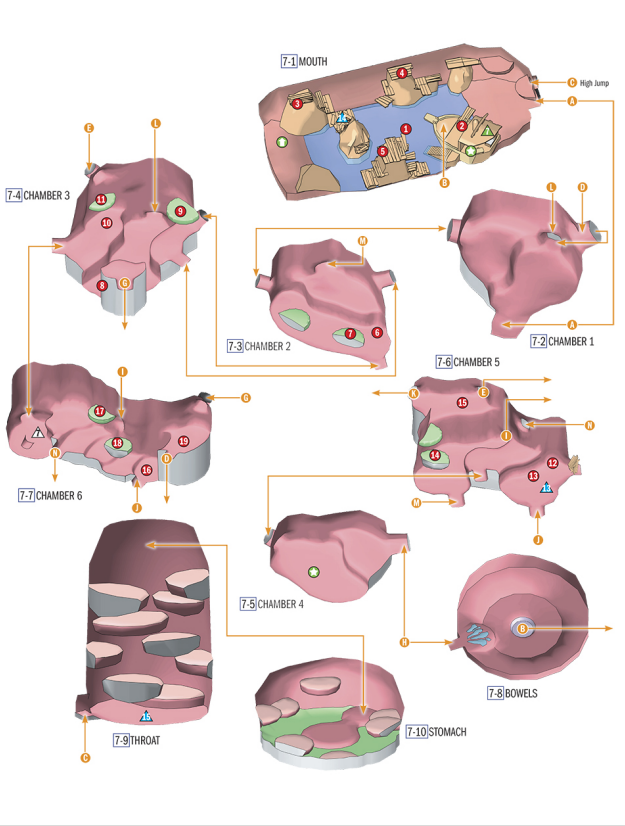
Special Attack: Showtime (1 MP)

Genie has a massive area-effect attack. He randomly targets up to 10 opponents as soon as you lock onto one target. Choose the Showtime command to launch the attacks from Genie's repertoire of Thunder, Stop, Stun, and % Attack abilities.


△ Trinity
Attack
Magic
Items
Summon
MP HP

You have one last appointment in Agrabah. Return to the Storage room off the Plaza. Use the green Trinity Mark to access the red chest on the shelf. Inside the chest you receive an AP Up. Save at the save point and prepare for your new trip, though it won't be to where you expect.

Monstro



Opponents

Name	Shadow	Soldier	Large Body	Red Nocturne	Blue Rhapsody	Yellow Opera	Green Requiem	Powerwild	Bouncywild	Air Soldier
HP	36	24	160	24	24	24	15	30	18	33

Name	Bandit	Fat Bandit	Pot Spider	Barrel Spider	Search Ghost	Pirate	Air Pirate	Darkball	Rare Truffle	Parasite Cage	Parasite Cage 2
HP	39	240	21	24	45	105	120	60	-	450	900

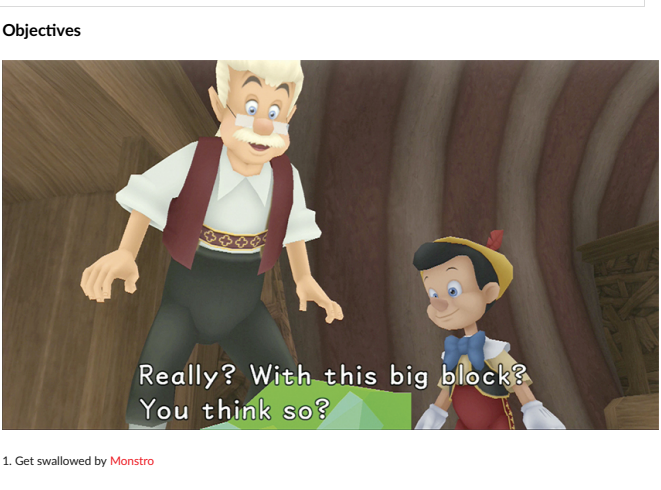
Items

No.	Item	Location	Condition
1	Scan-G	7-1	-
2	High Jump ability	7-1	After battle against Parasite Cage
3	Watergleam	7-1	High Jump
4	Dalmatians 73, 74, 75	7-1	High Jump
5	Cottage	7-1	High Jump
6	Cottage	7-3	-
7	Megalixir	7-3	High Jump
8	Mega-Ether	7-4	-
9	Dalmatians 55, 56, 57	7-4	High Jump
10	Osmose-G	7-4	-
11	Flare-G	7-4	High Jump
12	Mega-Ether	7-6	-
13	Thundaga-G	7-6	-
14	Mythril	7-6	High Jump
15	Dalmatians 79, 80, 81	7-6	From 14
16	Dalmatians 76, 77, 78	7-7	-
17	Torn Page	7-7	High Jump
18	Megalixir	7-7	High Jump + Keyblade attack
19	Mythril	7-7	High Jump + Keyblade attack

Trinities

Trinity	Location	Purpose
▲	7-6	Cottage + munny
▲	7-1	Potion x2 + Cottage + munny
▲	7-9	Mythril Shard + munny
▲	7-1	Mythril Shard
△	7-7	Thundaga-G

Objectives



1. Get swallowed by Monstro

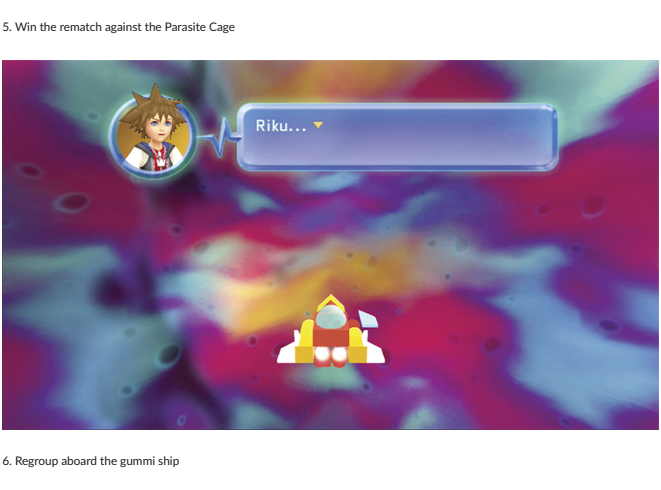
Open
Attack
Magic
Items
Summon

2. Investigate the chambers

3. Face off against the Parasite Cage

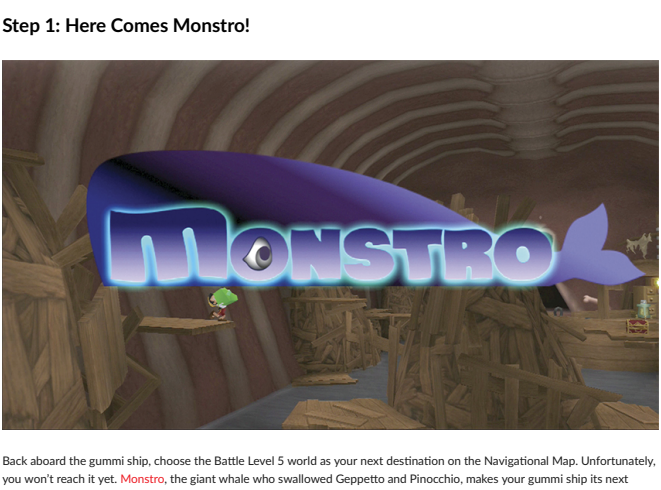
4. Gain the High Jump shared ability

5. Win the rematch against the Parasite Cage

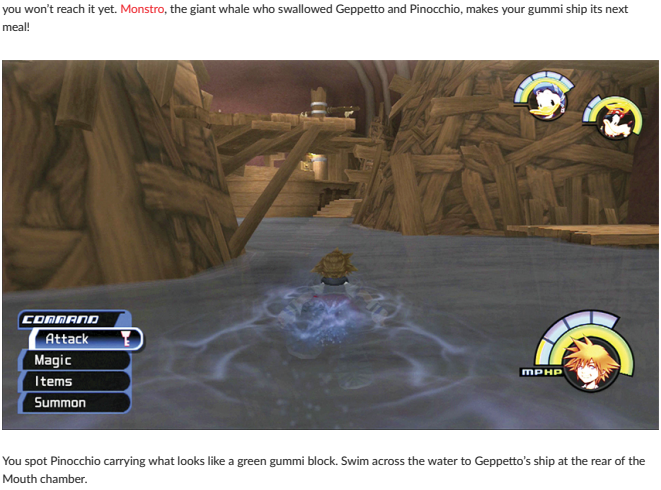


6. Regroup aboard the gummi ship

Step 1: Here Comes Monstro!



Back aboard the gummi ship, choose the Battle Level 5 world as your next destination on the Navigational Map. Unfortunately, you won't reach it yet. Monstro, the giant whale who swallowed Geppetto and Pinocchio, makes your gummi ship its next meal!



You spot Pinocchio carrying what looks like a green gummi block. Swim across the water to Geppetto's ship at the rear of the Mouth chamber.

Geppetto

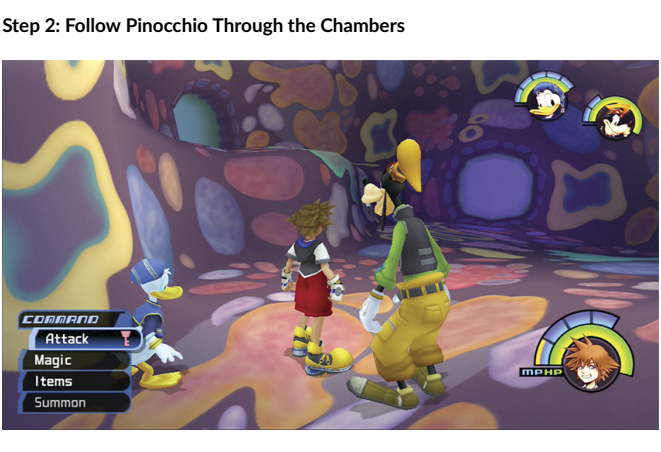
A woodworker of great precision, Geppetto turned his hands to crafting wooden puppets. His finest puppet, Pinocchio, was turned into a living creature by the Blue Fairy. Geppetto wants nothing more than to see his boy safe and away from the belly of the beast, Monstro.

Speak with the puppet maker and his son. While you're talking, Pinocchio wanders off. You'll have to find him before he gets into too much trouble.

Tip

There are many chests in the Mouth area, but you can't reach them yet. Wait until later to collect them all.

Step 2: Follow Pinocchio Through the Chambers



Maybe. Catch us and maybe
I'll tell you what I know.

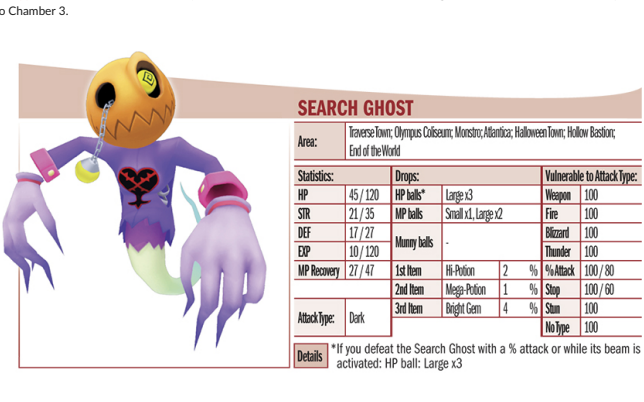
You find Pinocchio in Chamber 1, but Riku appears out of nowhere and challenges you to a game. If you can catch Riku and Pinocchio, Riku might tell you what he knows about the missing Kairi. They disappear with you in pursuit.

Tip

The Heartless will make life difficult for you inside Monstro. While you climb the various platforms, they try to knock you off. Clear opponents in each area first before attempting difficult jumps to minimize falls and frustration.

Sonic
Attack
Magic
Items
Summon

New opponents, Search Ghosts, swarm you after Riku and Pinocchio leave. Smash through the Search Ghosts and then depart into Chamber 3.

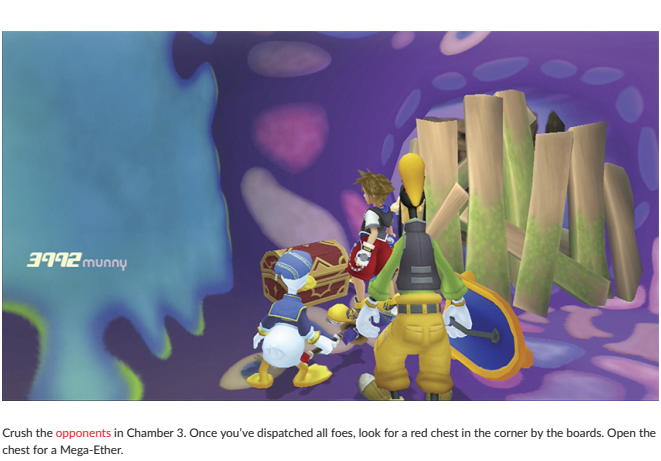


SEARCH GHOST

Area: Traverse Town; Olympus Coliseum; Monstro; Atlantica; Halloween Town; Hollow Bastion; End of the World

Statistics:		Drops:			Vulnerable to Attack Type:	
HP	45 / 120	HP balls*	Large x3		Weapon	100
STR	21 / 35	MP balls	Small x1, Large x2		Fire	100
DEF	17 / 27	Munny balls	-		Blizzard	100
EXP	10 / 120				Thunder	100
MP Recovery	27 / 47	1st Item	Hi-Potion	2 %	% Attack	100 / 80
		2nd Item	Mega-Potion	1 %	Stop	100 / 60
Attack Type:	Dark	3rd Item	Bright Gem	4 %	Stun	100
					No Type	100

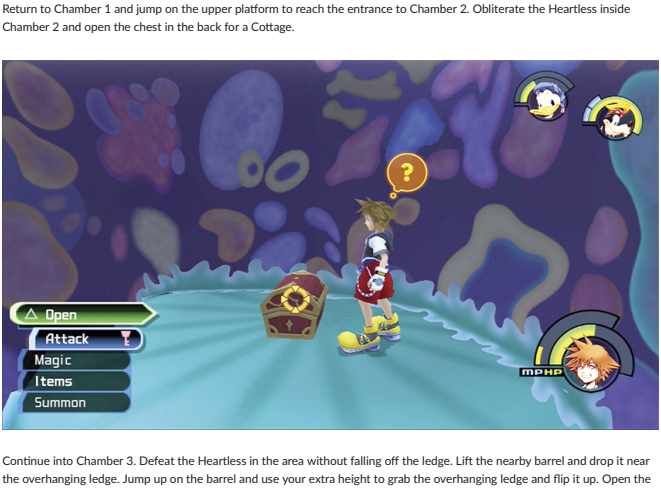
Details: *If you defeat the Search Ghost with a % attack or while its beam is activated: HP ball: Large x3



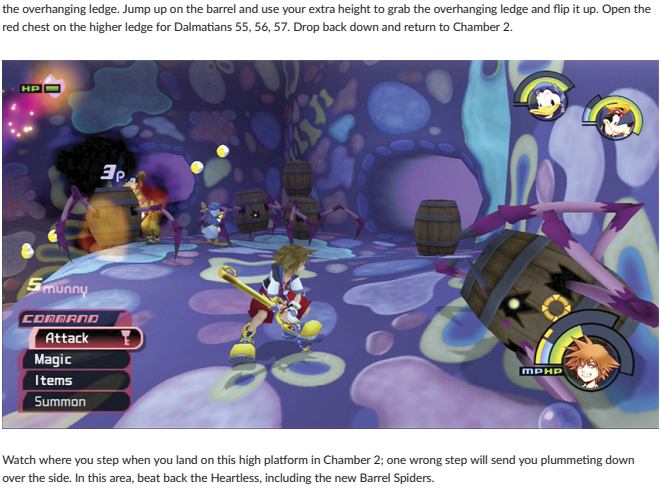
Crush the opponents in Chamber 3. Once you've dispatched all foes, look for a red chest in the corner by the boards. Open the chest for a Mega-Ether.

LOCK ON!
SHORTCUT
Fira
Thunder
Aero

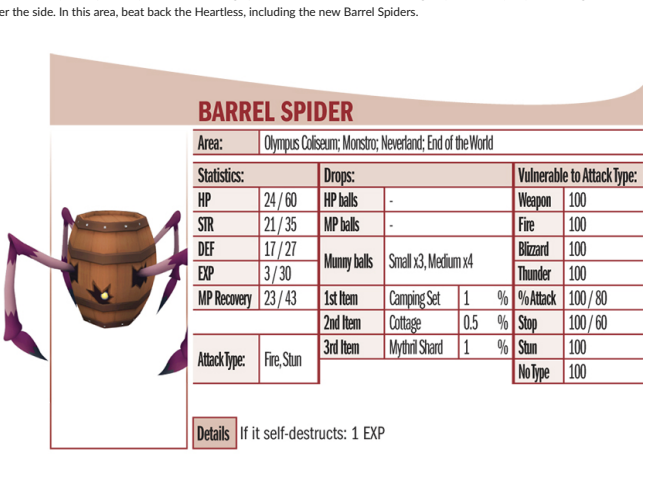
Return to Chamber 1 and jump on the upper platform to reach the entrance to Chamber 2. Obliterate the Heartless inside Chamber 2 and open the chest in the back for a Cottage.



Continue into Chamber 3. Defeat the Heartless in the area without falling off the ledge. Lift the nearby barrel and drop it near the overhanging ledge. Jump up on the barrel and use your extra height to grab the overhanging ledge and flip it up. Open the red chest on the higher ledge for Dalmatians 55, 56, 57. Drop back down and return to Chamber 2.



Watch where you step when you land on this high platform in Chamber 2; one wrong step will send you plummeting down over the side. In this area, beat back the Heartless, including the new Barrel Spiders.

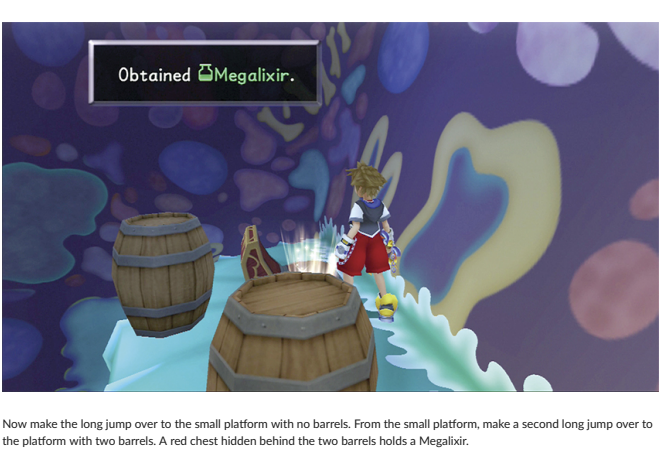


BARREL SPIDER

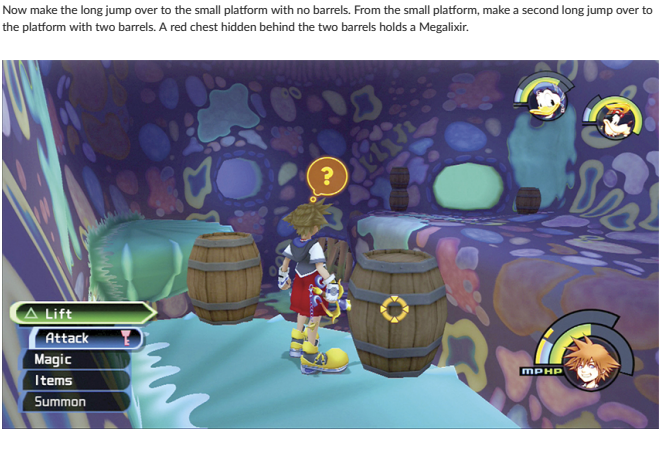
Area: Olympus Coliseum; Monstro; Neverland; End of the World

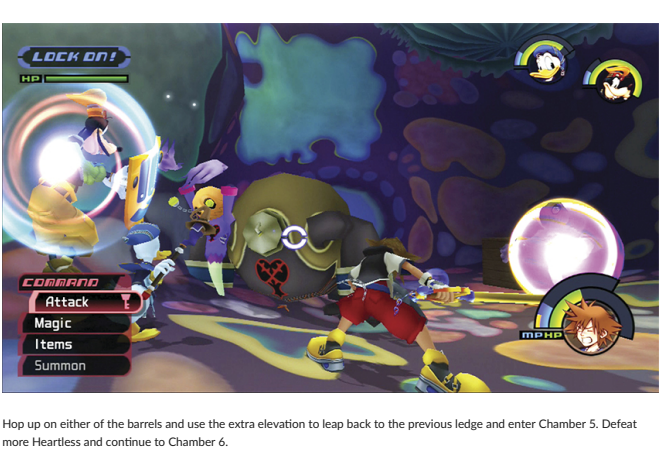
Statistics:		Drops:			Vulnerable to Attack Type:	
HP	24 / 60	HP balls	-		Weapon	100
STR	21 / 35	MP balls	-		Fire	100
DEF	17 / 27	Munny balls	Small x3, Medium x4		Blizzard	100
EXP	3 / 30				Thunder	100
MP Recovery	23 / 43	1st Item	Camping Set	1 %	% Attack	100 / 80
		2nd Item	Cottage	0.5 %	Stop	100 / 60
Attack Type:	Fire, Stun	3rd Item	Mythril Shard	1 %	Stun	100
					No Type	100

Details: If it self-destructs: 1 EXP

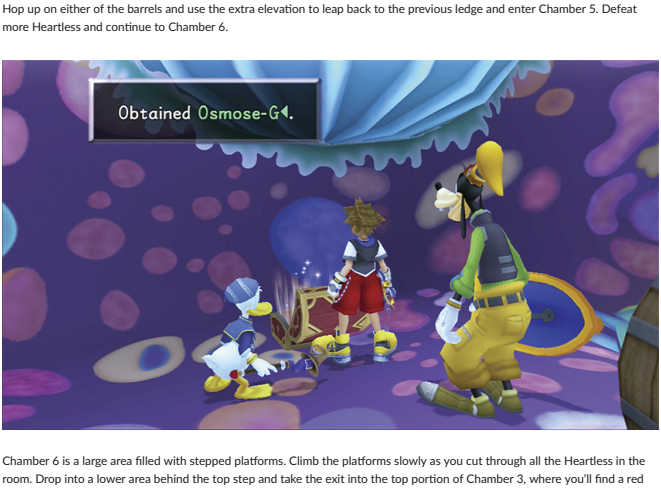


Now make the long jump over to the small platform with no barrels. From the small platform, make a second long jump over to the platform with two barrels. A red chest hidden behind the two barrels holds a Megalixir.

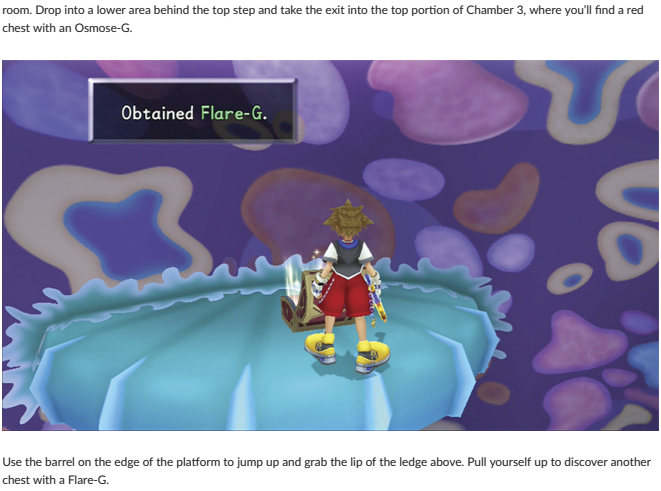




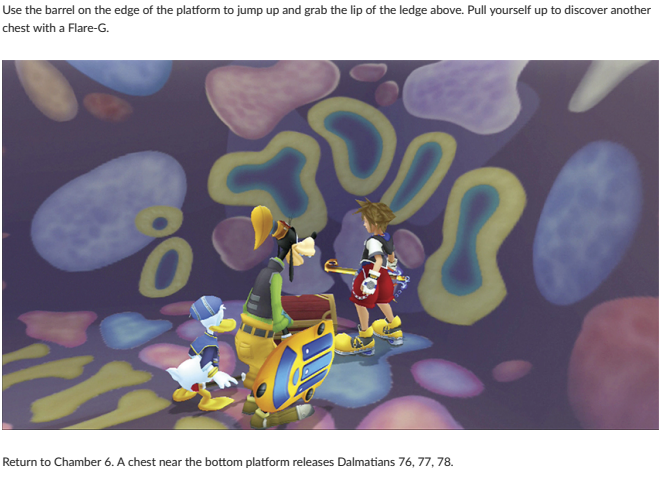
Hop up on either of the barrels and use the extra elevation to leap back to the previous ledge and enter Chamber 5. Defeat more Heartless and continue to Chamber 6.



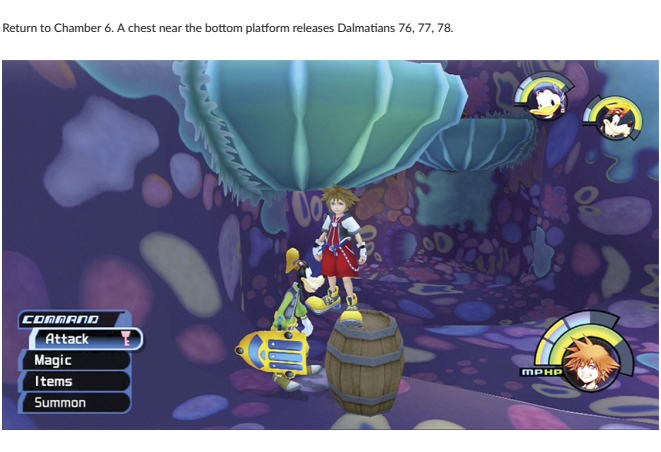
Chamber 6 is a large area filled with stepped platforms. Climb the platforms slowly as you cut through all the Heartless in the room. Drop into a lower area behind the top step and take the exit into the top portion of Chamber 3, where you'll find a red chest with an Osmose-G.

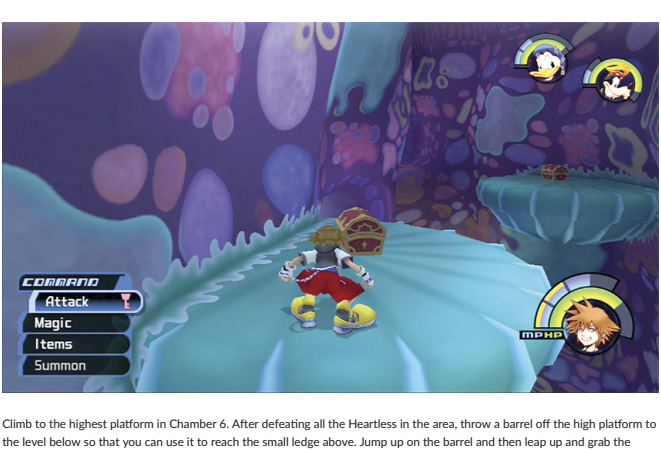


Use the barrel on the edge of the platform to jump up and grab the lip of the ledge above. Pull yourself up to discover another chest with a Flare-G.

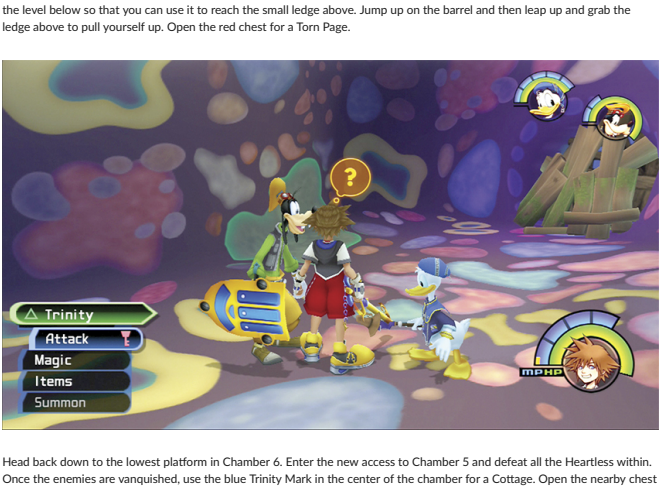


Return to Chamber 6. A chest near the bottom platform releases Dalmatians 76, 77, 78.

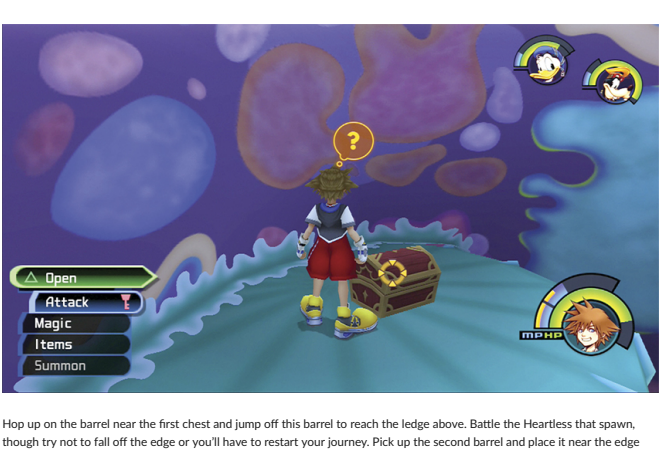




Climb to the highest platform in Chamber 6. After defeating all the Heartless in the area, throw a barrel off the high platform to the level below so that you can use it to reach the small ledge above. Jump up on the barrel and then leap up and grab the ledge above to pull yourself up. Open the red chest for a Torn Page.



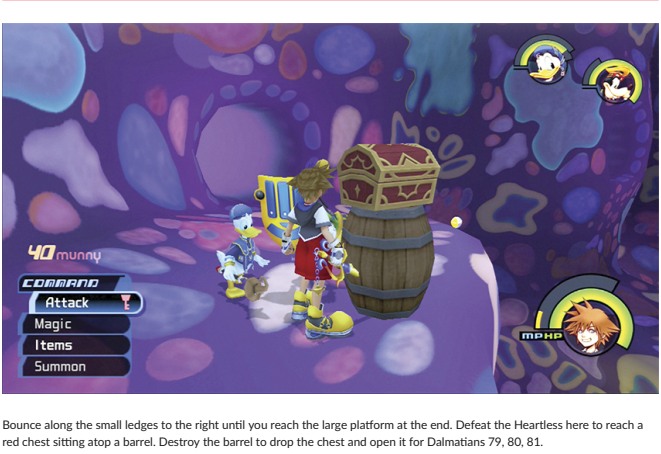
Head back down to the lowest platform in Chamber 6. Enter the new access to Chamber 5 and defeat all the Heartless within. Once the enemies are vanquished, use the blue Trinity Mark in the center of the chamber for a Cottage. Open the nearby chest for a Thundaga-G and the chest in the corner for a Mega-Ether.



Hop up on the barrel near the first chest and jump off this barrel to reach the ledge above. Battle the Heartless that spawn, though try not to fall off the edge or you'll have to restart your journey. Pick up the second barrel and place it near the edge next to Chamber 4 doorway. Leap off this barrel to catch the far ledge and pull yourself up to discover a red chest with Mythril.

Caution

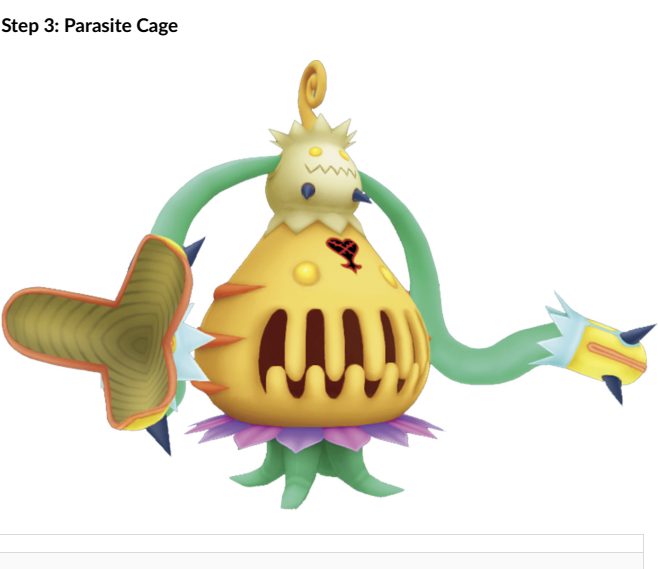
Don't throw around spells like Thunder or area-effect attacks recklessly in here. If you destroy the jumping barrels, you will have to exit and restart to get more barrels to spawn.



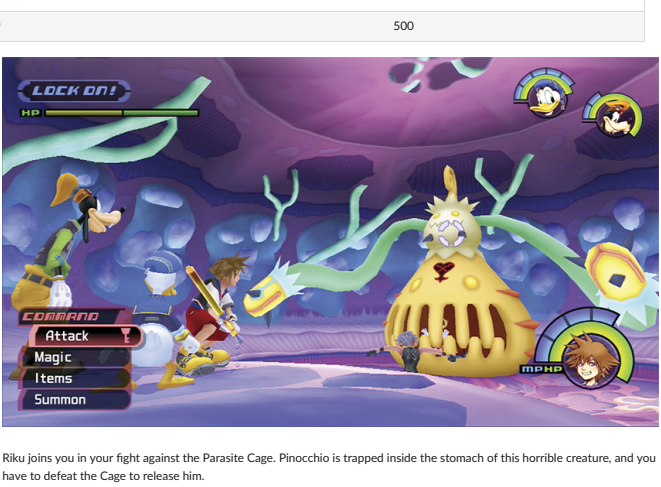
Bounce along the small ledges to the right until you reach the large platform at the end. Defeat the Heartless here to reach a red chest sitting atop a barrel. Destroy the barrel to drop the chest and open it for Dalmatians 79, 80, 81.

Return the way you came across the ledges and use the entrance to Chamber 4. After a confrontation with Riku, use the nearby save point, enter the Bowels, and prepare for your next boss fight.

Step 3: Parasite Cage



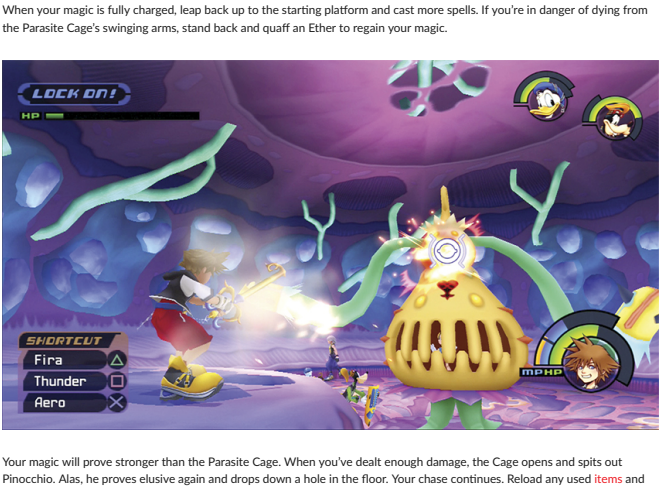
HP	450
Strength	21
Defense	17
EXP	500



Riku joins you in your fight against the Parasite Cage. Pinocchio is trapped inside the stomach of this horrible creature, and you have to defeat the Cage to release him.

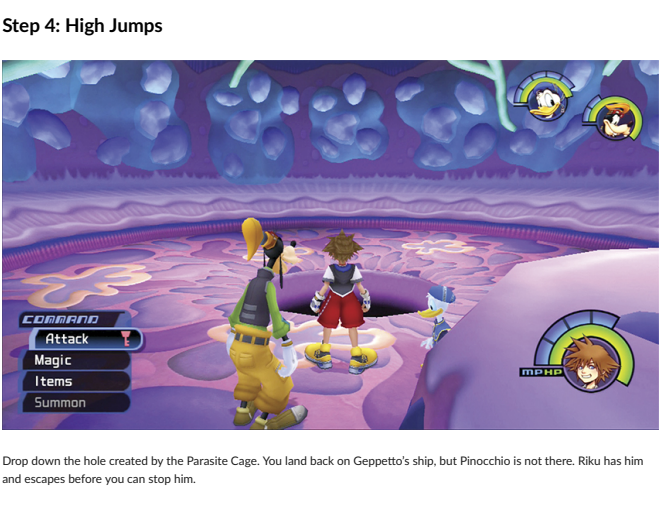
Unload your Fira spell on the Parasite Cage's head from the starting platform. You can also use Thunder to put the hurt on the creature. The Parasite is invulnerable from the rear, so a frontal attack is the only option. When you run out of magic, jump off the platform and smash the front of the Cage to recharge your MP.

When your magic is fully charged, leap back up to the starting platform and cast more spells. If you're in danger of dying from the Parasite Cage's swinging arms, stand back and quaff an Ether to regain your magic.



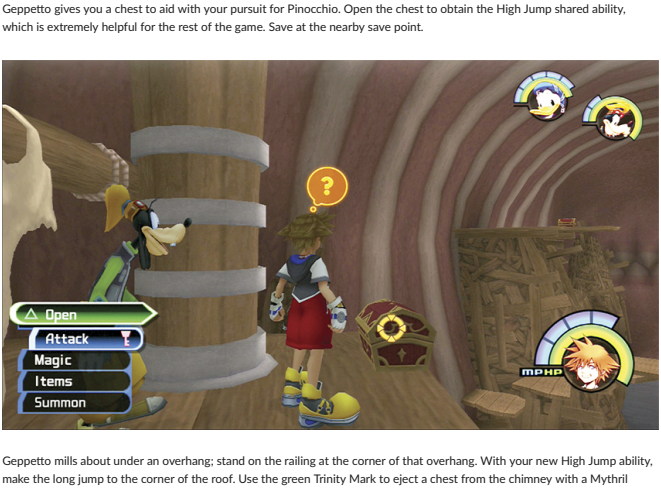
Your magic will prove stronger than the Parasite Cage. When you've dealt enough damage, the Cage opens and spits out Pinocchio. Alas, he proves elusive again and drops down a hole in the floor. Your chase continues. Reload any used Items and equip Goofy's new Cheer ability if you have enough AP to spend.

Step 4: High Jumps

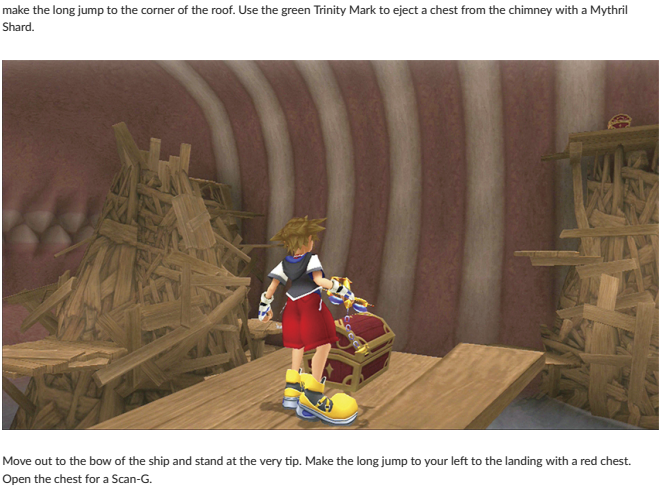


Drop down the hole created by the Parasite Cage. You land back on Geppetto's ship, but Pinocchio is not there. Riku has him and escapes before you can stop him.

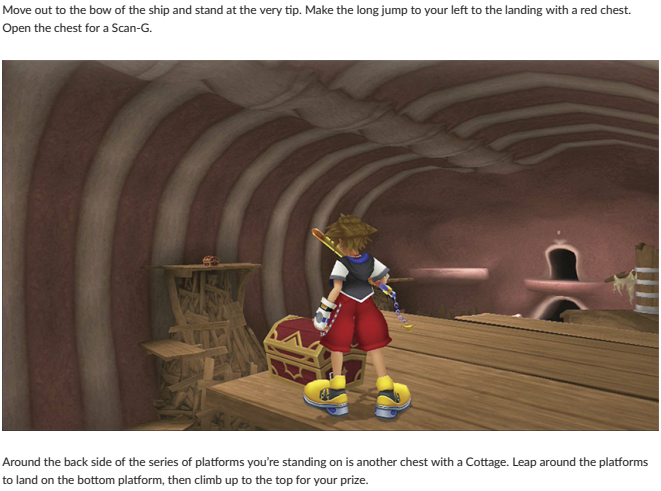
Geppetto gives you a chest to aid with your pursuit for Pinocchio. Open the chest to obtain the High Jump shared ability, which is extremely helpful for the rest of the game. Save at the nearby save point.



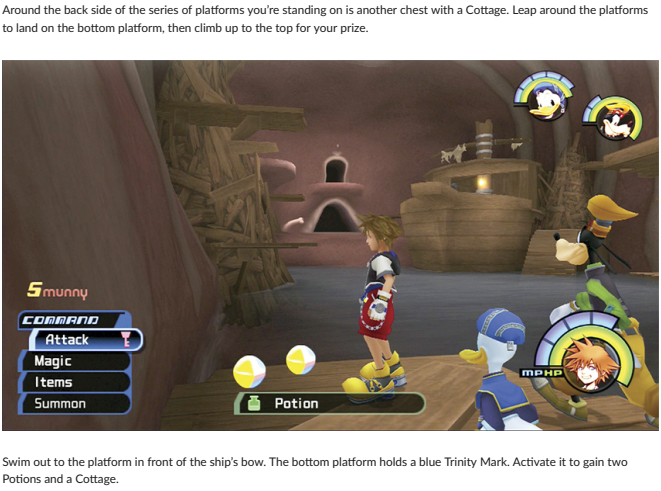
Geppetto mills about under an overhang; stand on the railing at the corner of that overhang. With your new High Jump ability, make the long jump to the corner of the roof. Use the green Trinity Mark to eject a chest from the chimney with a Mythril Shard.



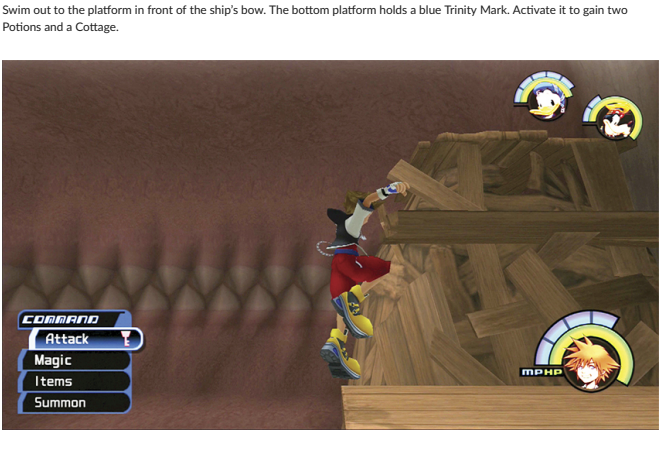
Move out to the bow of the ship and stand at the very tip. Make the long jump to your left to the landing with a red chest. Open the chest for a Scan-G.

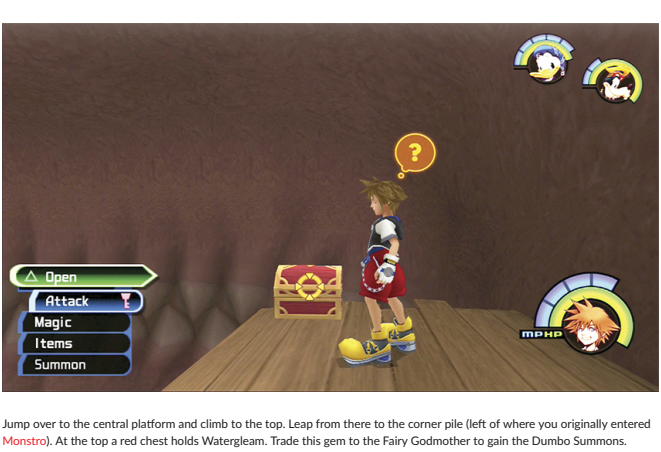


Around the back side of the series of platforms you're standing on is another chest with a Cottage. Leap around the platforms to land on the bottom platform, then climb up to the top for your prize.



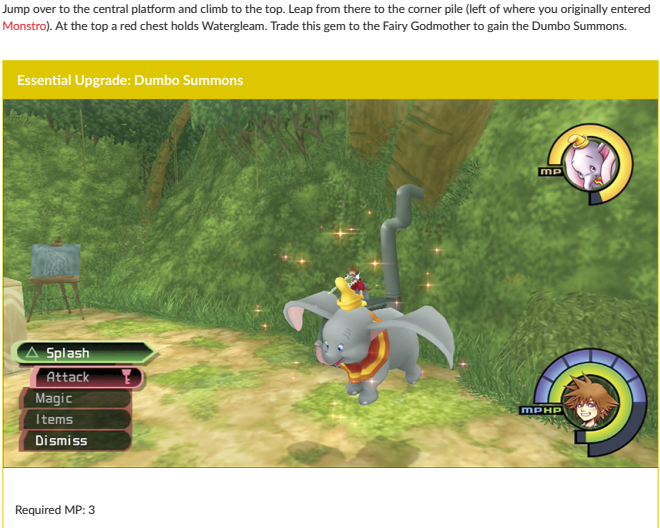
Swim out to the platform in front of the ship's bow. The bottom platform holds a blue Trinity Mark. Activate it to gain two Potions and a Cottage.





Jump over to the central platform and climb to the top. Leap from there to the corner pile (left of where you originally entered Monstro). At the top a red chest holds Watergleam. Trade this gem to the Fairy Godmother to gain the Dumbo Summons.

Essential Upgrade: Dumbo Summons

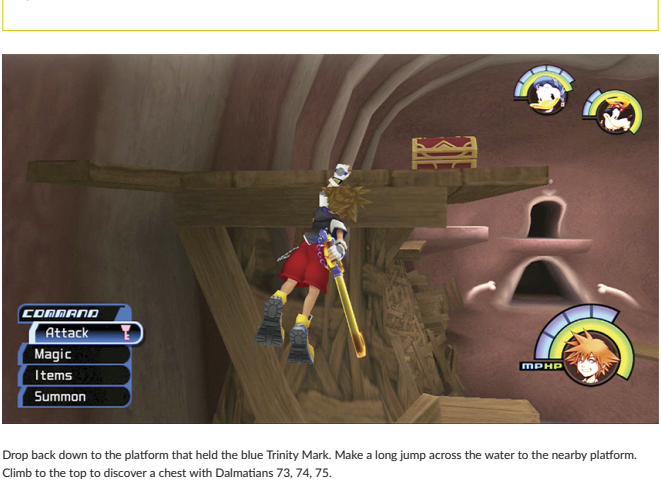


Required MP: 3

Duration of Summon: Max MP x 5 Seconds

Special Attack: Splash (50% MP)

Dumbo likes to spray water jets at your opponents; fun for you, not so fun for the opponents. You can also fly with Dumbo using controls similar to swimming in Atlantica. Note that your attacks, magic, and items are not available during flight.

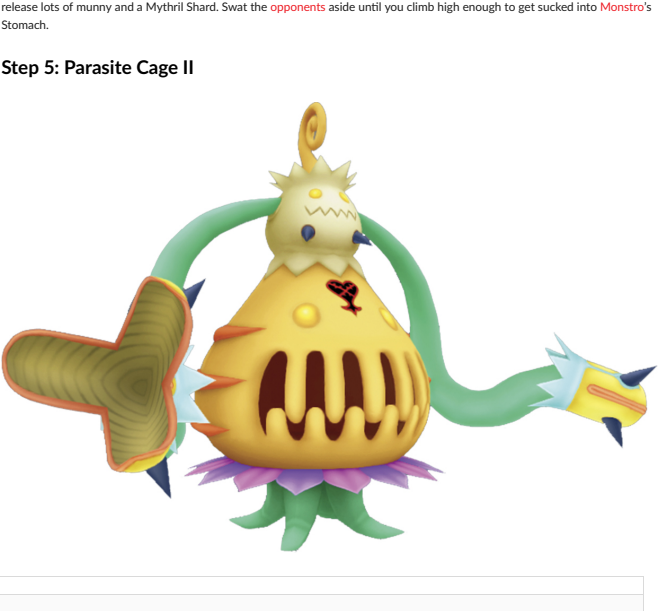


Drop back down to the platform that held the blue Trinity Mark. Make a long jump across the water to the nearby platform. Climb to the top to discover a chest with Dalmatians 73, 74, 75.

Follow the wall and jump to a small platform. Continue on and make the leap to the small platform with the entrance to the Throat (above the first entrance you used to Chamber 1).

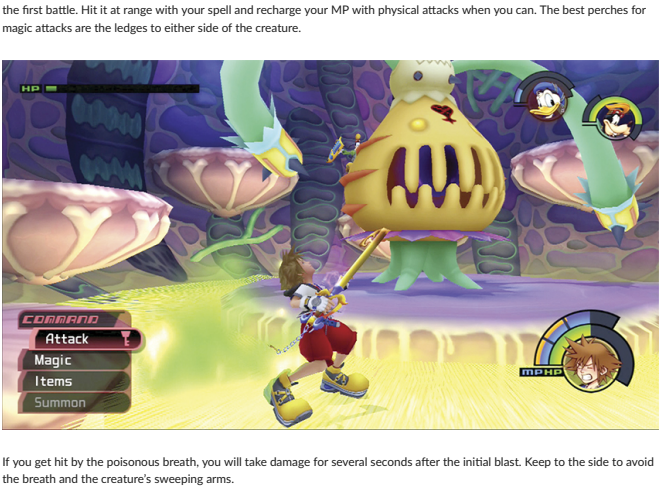
Enter the Throat and jump up the various platforms to reach the top. Look for a blue Trinity Mark at the base of the Throat to release lots of munny and a Mythril Shard. Swat the opponents aside until you climb high enough to get sucked into Monstro's Stomach.

Step 5: Parasite Cage II



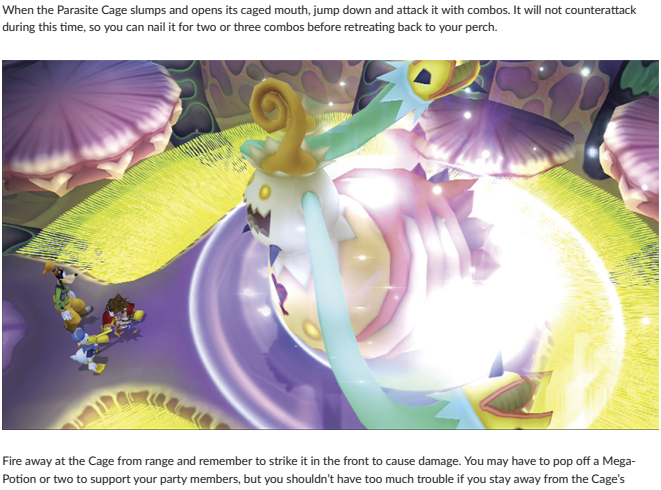
HP	900
Strength	21
Defense	17
EXP	1000

The battlefield has changed and the Parasite Cage has developed a new poisonous breath, but your tactics remain similar to the first battle. Hit it at range with your spell and recharge your MP with physical attacks when you can. The best perches for magic attacks are the ledges to either side of the creature.



If you get hit by the poisonous breath, you will take damage for several seconds after the initial blast. Keep to the side to avoid the breath and the creature's sweeping arms.

When the Parasite Cage slumps and opens its caged mouth, jump down and attack it with combos. It will not counterattack during this time, so you can nail it for two or three combos before retreating back to your perch.



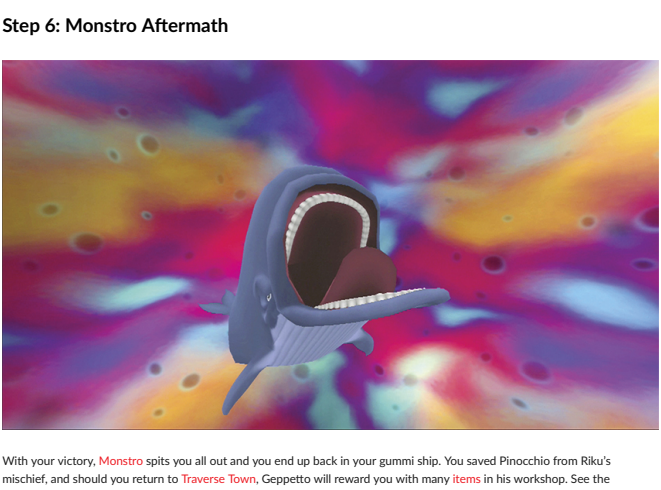
Fire away at the Cage from range and remember to strike it in the front to cause damage. You may have to pop off a Mega-Potion or two to support your party members, but you shouldn't have too much trouble if you stay away from the Cage's poisonous breath. When it falls forward, you win and earn the Stop spell.

Essential Upgrade: Stop Spell

Paralyze Enemies

Target an opponent and immobilize it in its tracks. The effects wears off after a short period of time, though spell upgrades lengthen the duration and allow you to affect multiple targets. You can deal damage to a paralyzed foe.

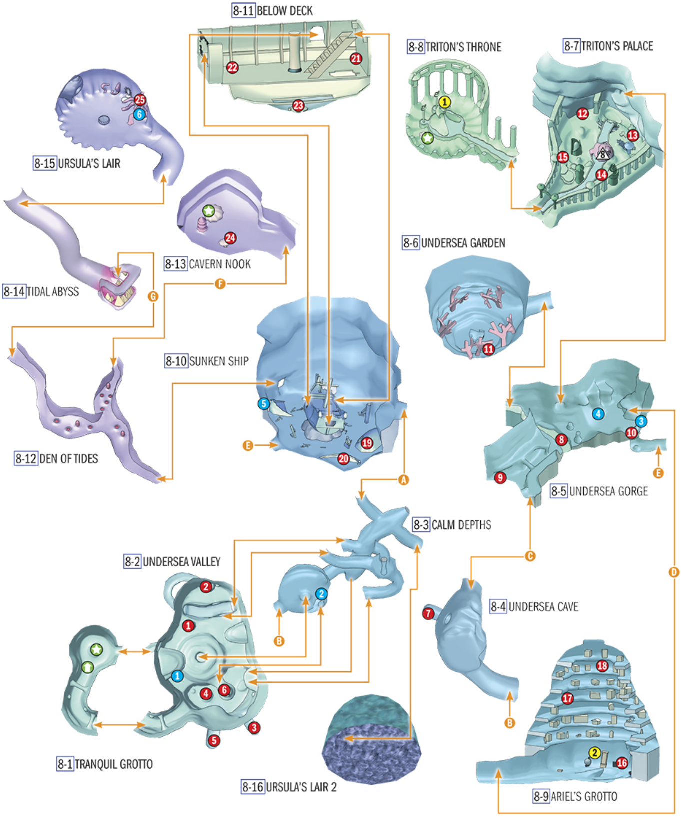
Step 6: Monstro Aftermath



With your victory, Monstro spits you all out and you end up back in your gummi ship. You saved Pinocchio from Riku's mischief, and should you return to Traverse Town, Geppetto will reward you with many items in his workshop. See the "Traverse Town (Revisited)" chapter for complete details. You might also want to compete in the Pegasus Cup at the Olympus Coliseum to earn more glory. See the "Olympus Coliseum (Revisited)" chapter for complete details. Once you're ready to pick up the main trail again, it's on to Atlantica.

Atlantica

Atlantica


8-11 BELOW DECK
8-8 TRITON'S THRONE
8-7 TRITON'S PALACE
8-15 URSULA'S LAIR
8-13 CAVERN NOOK
8-14 TIDAL ABYSS
8-6 UNDERSEA GARDEN
8-10 SUNKEN SHIP
8-12 DEN OF TIDES
8-5 UNDERSEA GORGE
8-3 CALM DEPTHS
8-2 UNDERSEA VALLEY
8-4 UNDERSEA CAVE
8-1 TRANQUIL GROTTO
8-16 URSULA'S LAIR 2
8-9 ARIEL'S GROTTO
A
B
C
D
E
F
G

Opponents

Name	Search Ghost	Sea Neon	Sheltering Zone	Screwdriver	Aquatank	Darkball	White Mushroom	Shark	Jetsam / Flotsam	Ursula
HP	45	29-Jan	90	48	120	60	-	200	60	450

Items

No.	Item	Location	Condition
①	Elixir	8-2	Open white shell (by hitting it)
②	Cottage	8-2	Open white shell (by hitting it)
③	Mega-Ether	8-2	Open white shell (by hitting it)
④	Mega-Potion	8-2	Open white shell (by hitting it)
⑤	Mythril	8-2	Open white shell (by hitting it)
⑥	Mythril Shard	8-2	Open red shell (by using Fire magic)
⑦	Cottage	8-4	Open white shell (by hitting it)
⑧	Mega-Ether	8-5	Open white shell (by hitting it)
⑨	Mythril Shard	8-5	Open blue shell (using Blizzard magic)
⑩	Orichalcum	8-5	Dislodge chest from below
⑪	Mega-Potion	8-6	Open white shell (by hitting it)
⑫	Mega-Ether	8-7	Open white shell (by hitting it)
⑬	Cottage	8-7	Open white shell (by hitting it)
⑭	Elixir	8-7	Open white shell (by hitting it)
⑮	Mythril Shard	8-7	Open giant yellow shell (using Thunder magic)
⑯	Mega-Potion	8-9	-
⑰	Cottage	8-9	-
⑱	Torn Page	8-9	-
⑲	Elixir	8-10	-

⑳	Mythril Shard	8-10	-
㉑	Mythril Shard	8-11	-
㉒	Crystal Trident	8-11	-
㉓	Mythril	8-11	Open white shell (by hitting it)
㉔	Mega-Ether	8-13	Open white shell (by hitting it)
㉕	Mythril	8-15	Open giant shell using Sea Urchin

Characters

No.	Character	Location	Purpose
①	Triton	8-8	-
②	Flounder	8-9	Gives hints on next task

Special Objects

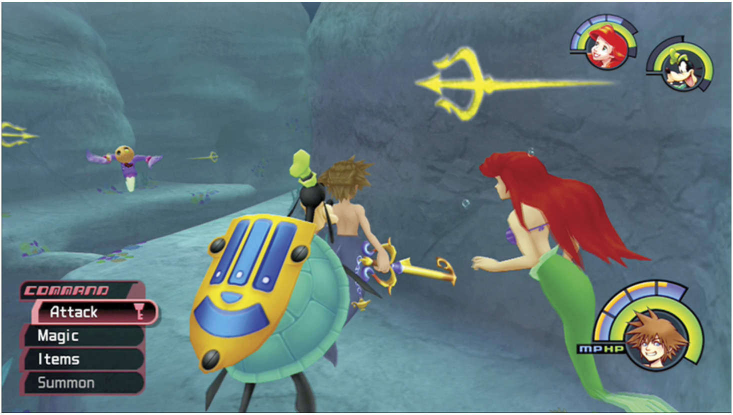
No.	Prop	Location	Purpose
①	Dolphin	8-2	Takes Sora to 8-10 (after swimming with dolphin in 8-5)
②	Sea Urchin	8-3	Opens passage to 8-1 (attack with Fire)
③	Treasure Chest	8-5	Blocks passage E (can be moved from 8-10)
④	Dolphin	8-5	Swims to 8-2 (after you have visited 8-9)
⑤	Switch	8-10	Opens passage to 8-12 (only in Sebastian’s presence)
⑥	Sea Urchin	8-15	Opens giant shell revealing item no. 25 (destroy with Fire after battle against Ursula)

Trinities

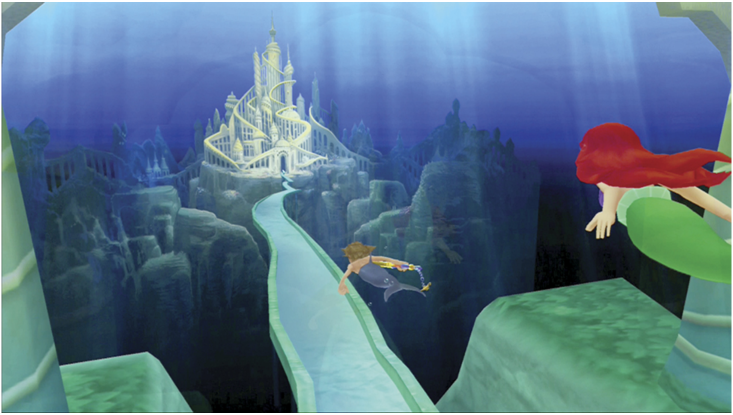
Trinity	Location	Purpose
△6	8-7	Orichalcum

Objectives

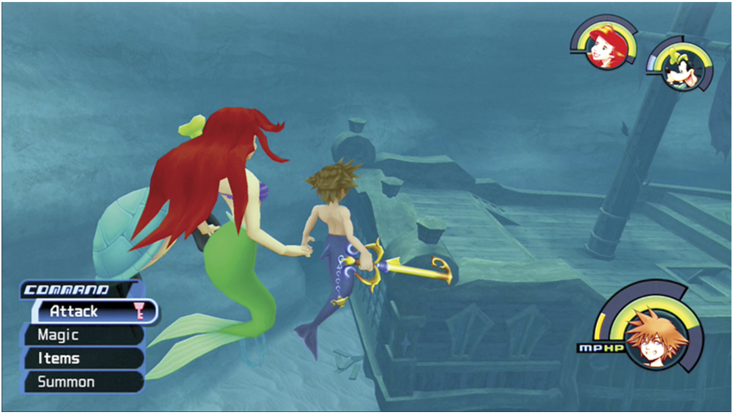
1. Recruit Ariel


COMMAND
Attack
Magic
Items
Summon
MP HP

2. Follow the golden tridents to the Palace



3. Speak with King Triton and head to Ariel's Grotto


COMMAND
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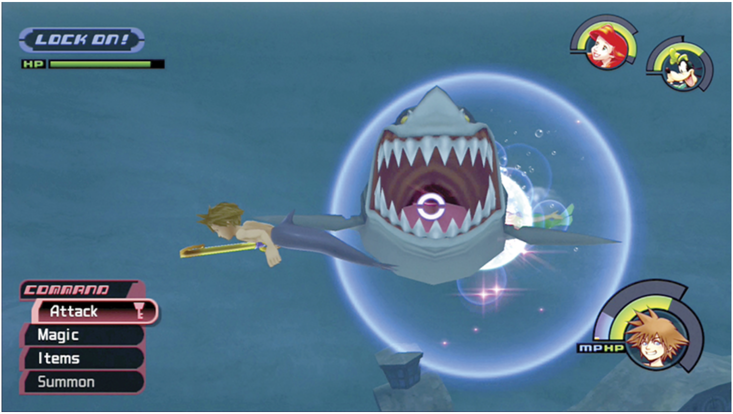
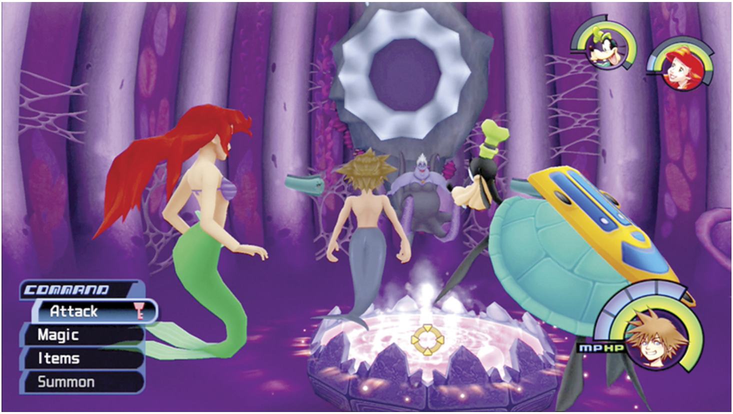
Items
Summon
MP HP

4. Find the Sunken Ship


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

5. Defeat the Shark

6. Uncover the Den of Tides


COMMAND
Attack
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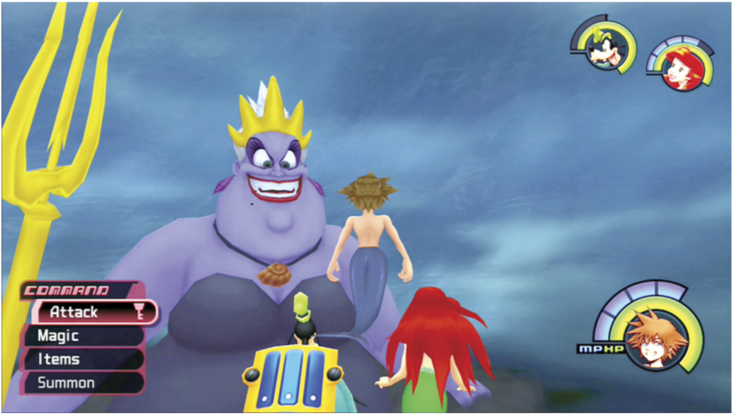
Items
Summon
MP HP

7. Battle Ursula


COMMAND
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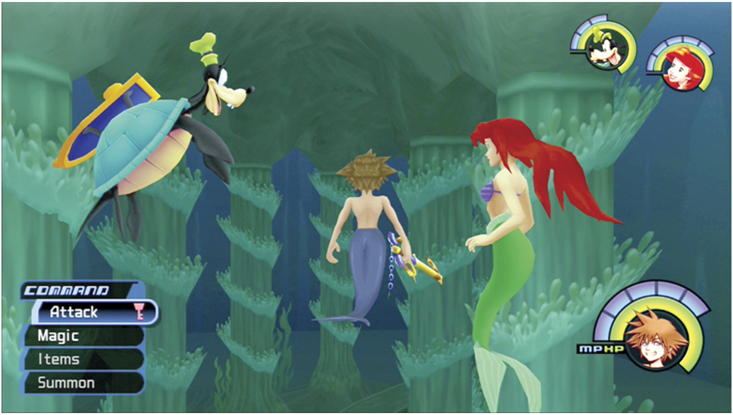
Magic
Items
Summon
MP HP

8. Battle Ursula a second time


COMMAND
Attack
Magic
Items
Summon
MP HP

9. Lock up Atlantica

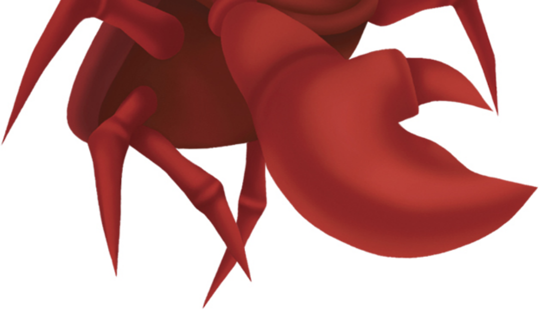
Step 1: Recruit Ariel

To reach Atlantica, plot a course on the Navigational Map for the Battle Level 5 world below and to the right of Agrabah. To make things easier in this water world, Donald transforms you all into aquatic creatures.

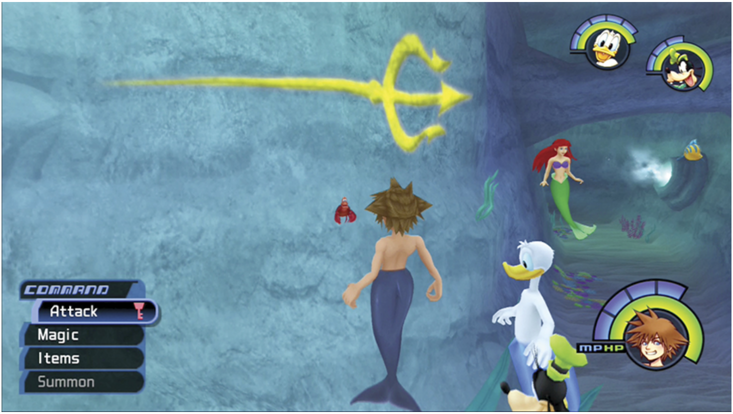
Right, Flounder?

Meet up with Ariel in the Tranquil Grotto. It's tranquil while Ariel greets you and notices that you can't swim well yet, but it won't be tranquil for long.

Sebastian



You might not guess it, since he's a crab and all, but Sebastian is a musical genius and the concert master for Atlantica. This nervous crab follows Ariel around, always anxious if Ariel does anything against King Triton's wishes.


COMMAND
Attack
Magic
Items
Summon
MP HP

Follow Flounder around as Sebastian gives you a swimming tutorial. Get used to swimming up and down and using the whole three-dimensional space of each room.

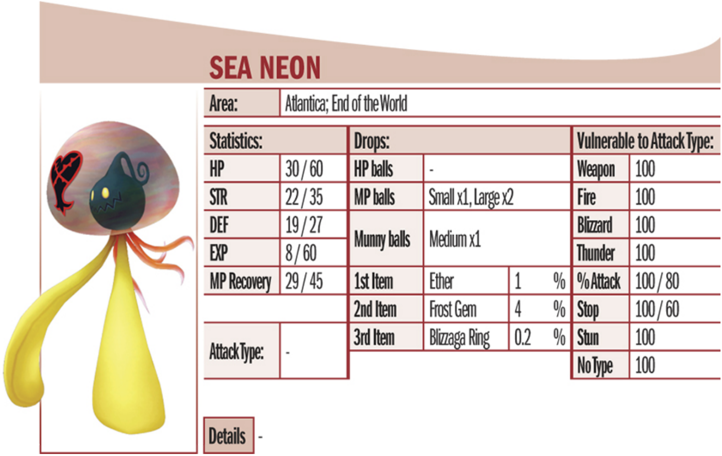
Flounder

Ariel's best friend sticks by her side through thick and thin. The little guy helps you learn how to swim and defies his small size with a big heart.

Tip

If you lock onto a target and move toward it, you will gently rise or descend to the same level of the object.

Sea Neons approach at the end of your swimming lesson. You can use any of your spells underwater to eliminate them, or practice your swimming and whack away at them.



SEA NEON

Area:	Atlantica; End of the World

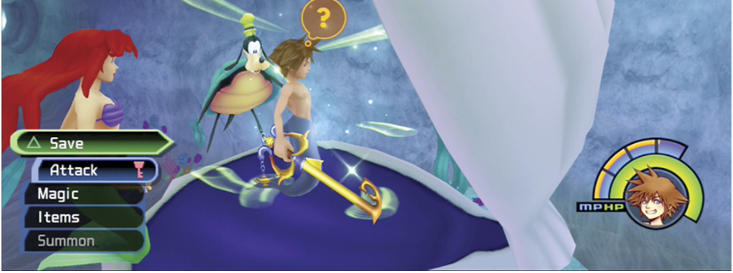
Statistics:	
HP	30 / 60
STR	22 / 35
DEF	19 / 27
EXP	8 / 60
MP Recovery	29 / 45
Attack Type:	-

Drops:			
HP balls	-		
MP balls	Small x1, Large x2		
Munny balls	Medium x1		
1st Item	Ether	1	%
2nd Item	Frost Gem	4	%
3rd Item	Blizzaga Ring	0.2	%

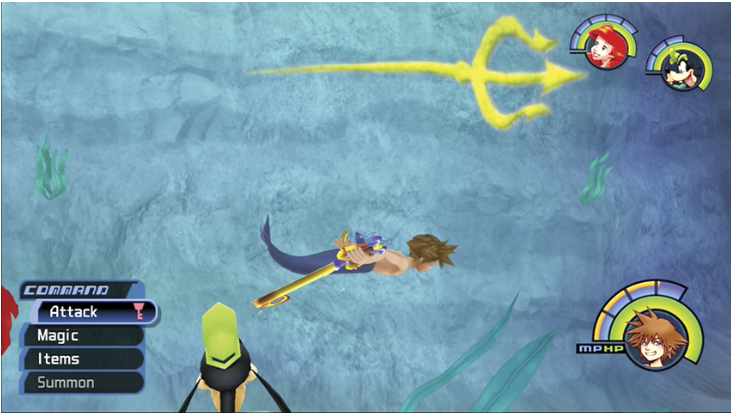
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details	-

Step 2: Follow the Golden Tridents to the Palace

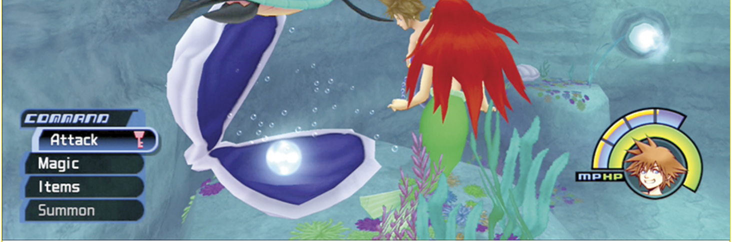

Save
Attack
Magic
Items
Summon
MP HP

After you battle with the Heartless, strike the giant clam shell to reveal a save point. Save your game and add Ariel to your party.


COMMAND
Attack
Magic
Items
Summon
MP HP

Follow the golden tridents to Triton's Palace. If you get disoriented at any point in your travels, look for the golden tridents on the walls to point you in the right direction. Swim ahead and enter the Undersea Valley.

Clam Shells


COMMAND
Attack
Magic
Items
Summon
MP HP

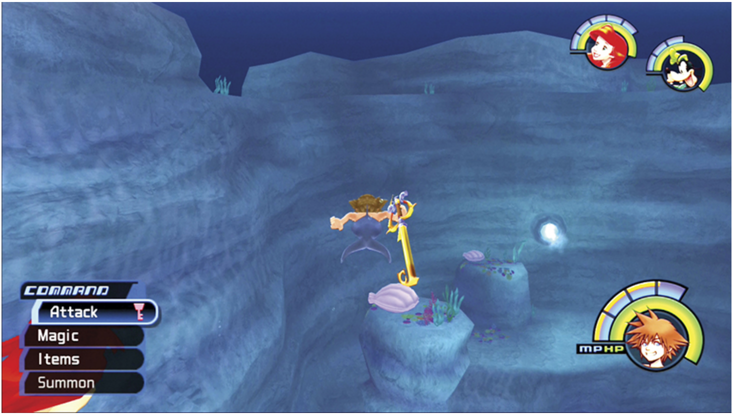
Most items in Atlantica are found in clam shells instead of treasure chests. Unlike treasure chests, the clam shells don't disappear, so you can tell which ones you've opened and which ones you haven't at a glance. To open the colored clam shells, you need to use the following methods:

White Clam Shell: Physical Attack

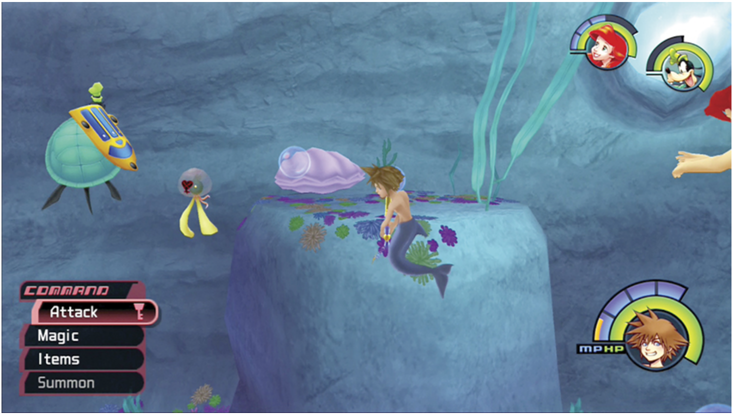
Red Clam Shell: Fira

Blue Clam Shell: Blizzara

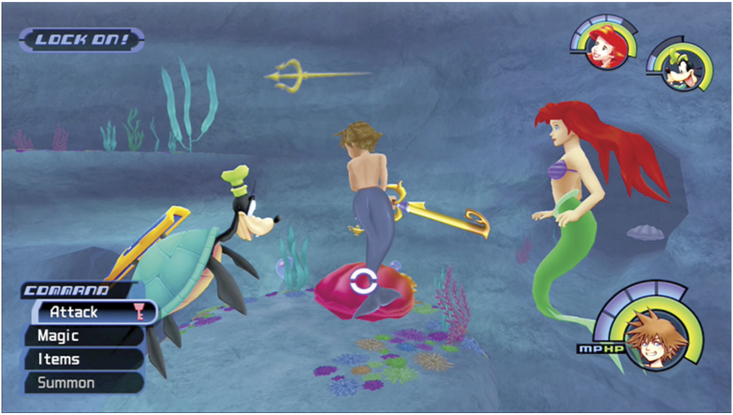
Yellow Clam Shell: Thunder


COMMAND
Attack
Magic
Items
Summon
MP HP

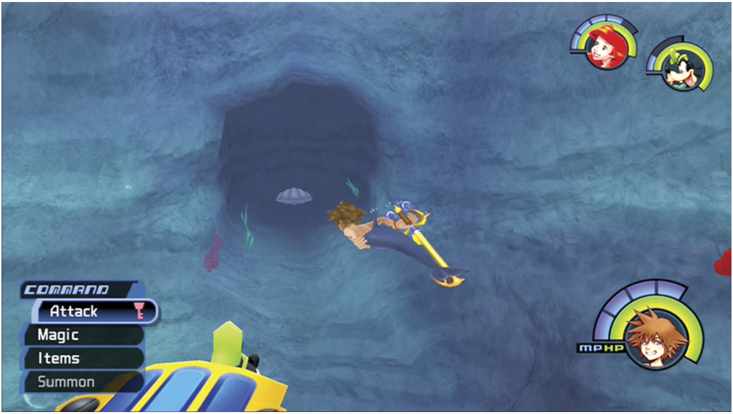
Collect some more items before continuing toward the Palace. Swim across to your left and look for a clam shell on a tall rock column. Strike the white clam shell to open it for an Elixir.


COMMAND
Attack
Magic
Items
Summon
MP HP

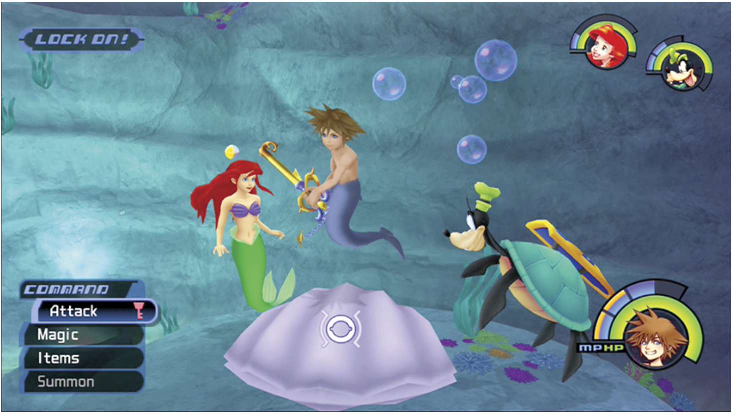
Now descend to the nearby shelf with another white clam shell. Open the shell for a Cottage.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

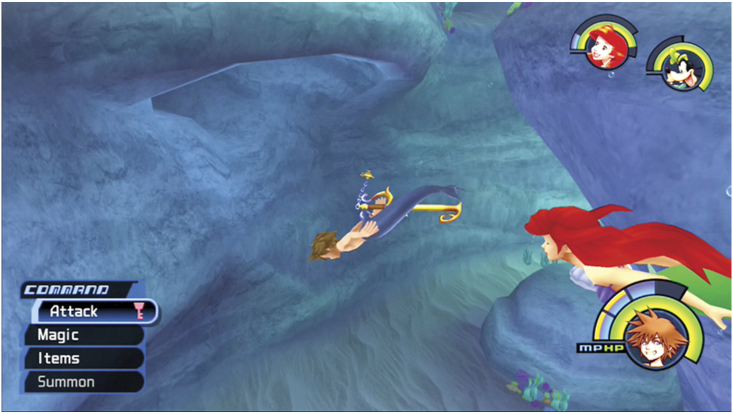
Swim across the central portal and look for a red clam shell. Fight through any Heartless that spawn and open the clam shell with your Fira spell for a Mythril Shard.


COMMAND
Attack
Magic
Items
Summon
MP HP

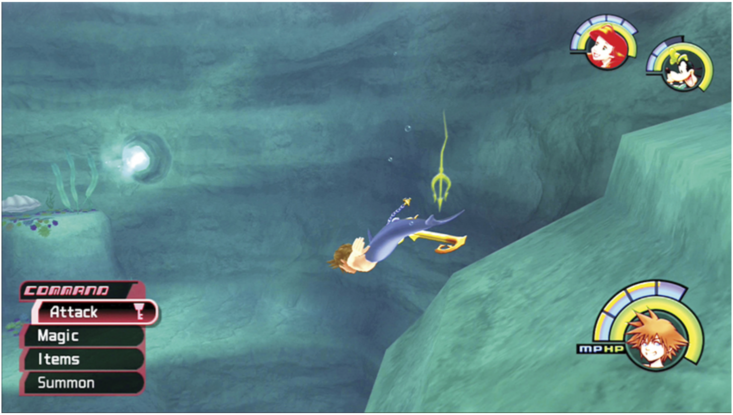
Proceed straight ahead to a deep alcove with a white clam shell in the back. Open the clam shell for a Mega-Ether.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

You can recover a Mega-Potion from a white clam shell by swimming down near the sea floor and checking the raised platform.

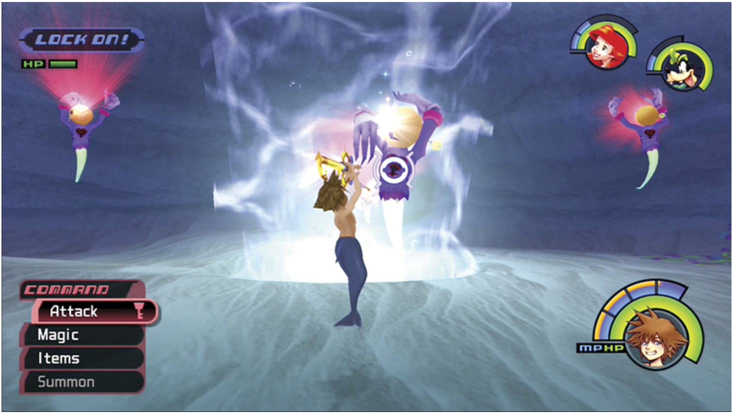

COMMAND
Attack
Magic
Items
Summon
MP HP

From the raised platform, swim up and look for a hidden alcove inside a semi-circular outcropping. The white clam shell inside holds Mythril.


COMMAND
Attack
Magic
Items
Summon
MP HP

COMMAND
Attack
Magic
Items
Summon
MP HP

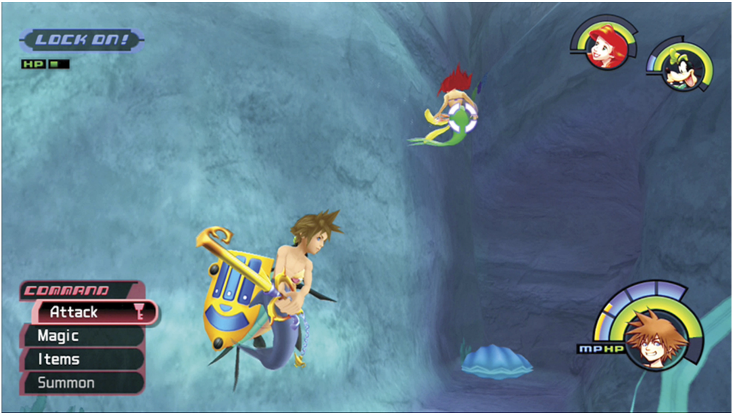
Leave the Undersea Valley by following the golden tridents down into the deep trench. The lower cave leads to a swift current. Push into the swift current and stay to the right to enter the next cave. If you get pulled too far, the swift current will drag you back to the Undersea Valley.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

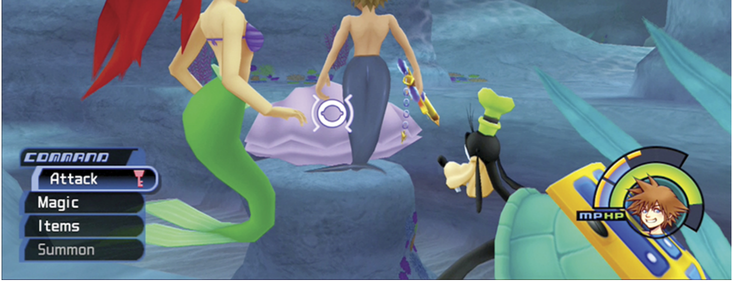
Destroy the Heartless in the circular cave, but make sure you don't get pulled into the upward current. Continue to the other side to enter the Undersea Cave.

COMMAND
Attack
Magic
Items
Summon
MP HP

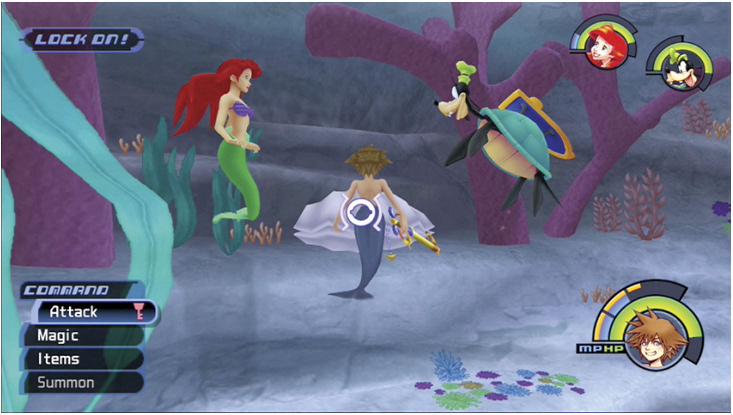
In the Undersea Cave, swim toward the exit and search the alcove below for a clam shell with a Cottage. You may encounter White Mushrooms in here; if you want to play charades with these creatures, see the "Mushrooms" chapter for more details.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

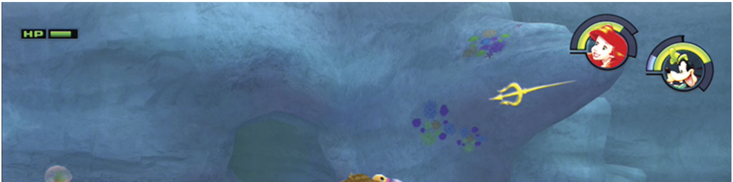
Swim into the Undersea Gorge. Ignore the golden tridents for now and head down to the sea floor. Look left for a small alcove with a blue clam shell in it. Use Blizzara on the shell to open it for a Mythril Shard.


COMMAND
Attack
Magic
Items
Summon
MP HP

Follow the wall into the next area to your left leaving the calm shell. Beat back the Heartless and open the white clam shell here for a Mega-Ether.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

Head back toward the Triton's Palace entrance, but don't go in yet. Swim to a small cave to the left to enter the Undersea Garden. Open the clam shell inside for a Mega-Potion.



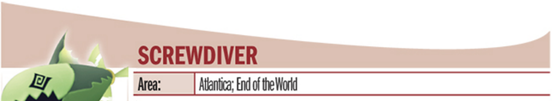
COMMAND
Attack
Magic
Items
Summon
MP HP

Return to the cave marked with a golden trident on either side. This is the entrance to Triton's Palace.

Step 3: King Triton and Ariel's Grotto

COMMAND
Attack
Magic
Items
Summon
MP HP

Enter Triton's Palace and defeat the Heartless within. A new opponent appears, the Screwdiver; it can be dealt with normally except for Thunder magic, which it absorbs.



SCREWDIVER

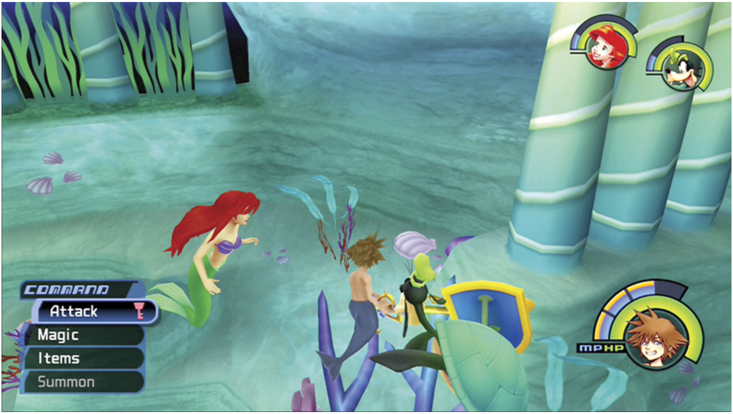
Area:	Atlantica; End of the World

Statistics:	
HP	48 / 120
STR	22 / 35
DEF	19 / 27
EXP	15 / 90
MP Recovery	31 / 47
Attack Type:	-

Drops:			
HP balls	Small x5		
MP balls	-		
Munny balls	Small x1, Medium x2		
1st Item	Hi-Potion	2	%
2nd Item	Thunder Gem	4	%
3rd Item	Thundaga Ring	0.2	%

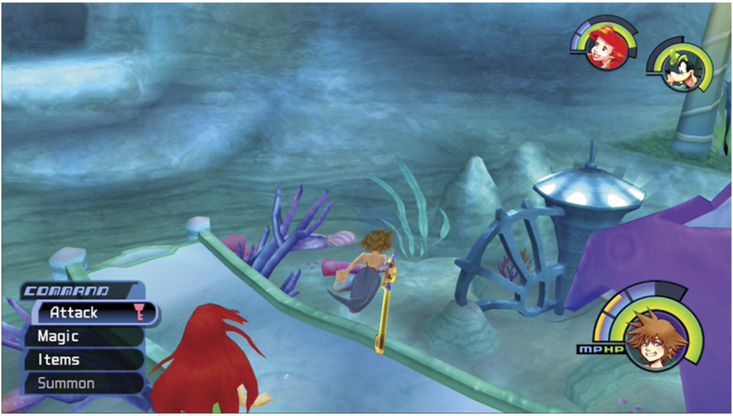
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	0
%Attack	100 / 80
Stop	100 / 60
Stun	100
No Type	100

Details -

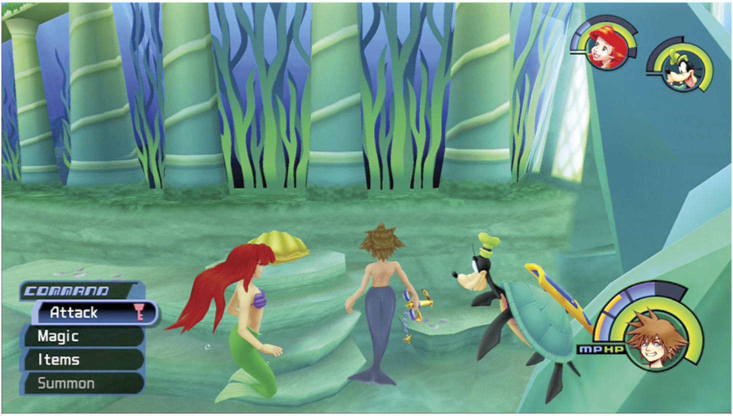

COMMAND
Attack
Magic
Items
Summon
MP HP

Three clams on the sea floor hold items for you. Descend from the entrance to locate a white clam shell nearby with a Mega-Ether.

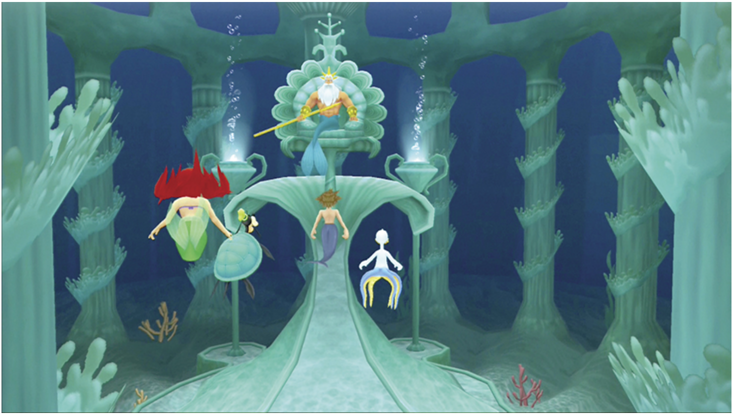
COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

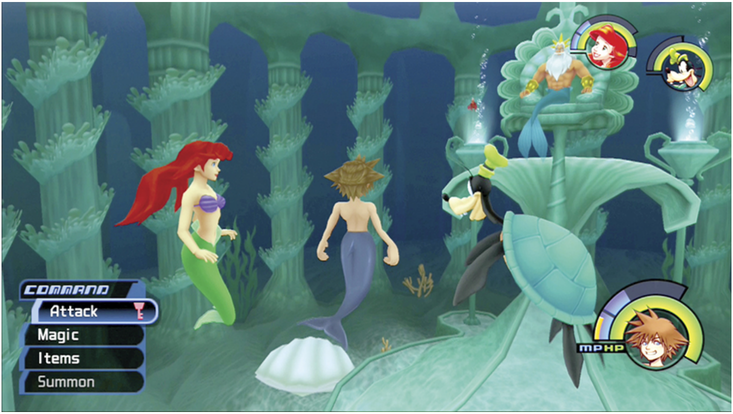
Two more clams on the sea floor disclose an Elixir and a Cottage.


COMMAND
Attack
Magic
Items
Summon
MP HP

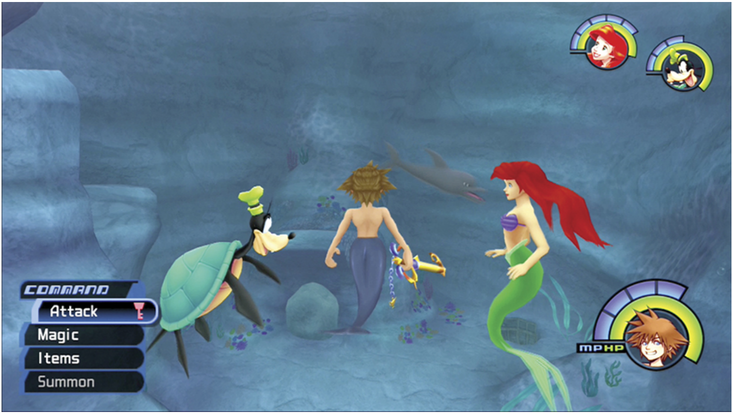
Swim up to the higher platform and use Thunder to open the yellow clam shell. Inside you'll find a Mythril Shard.



Speak with King Triton. He's unhappy with Ariel swimming around with all the Heartless invading. He has his suspicions that Ursula is behind the recent Heartless menace, but can't prove anything yet.

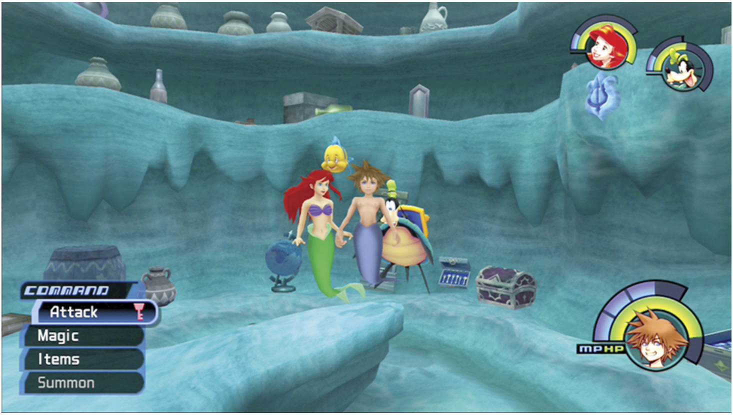

COMMAND
Attack
Magic
Items
Summon
MP HP

After speaking with King Trition, you'll be returned to the Triton's Palace area. Double back to Triton's Throne and strike the clam on the sea floor to the left of King Triton. The clam will open to reveal a save point. Use it to save your progress.

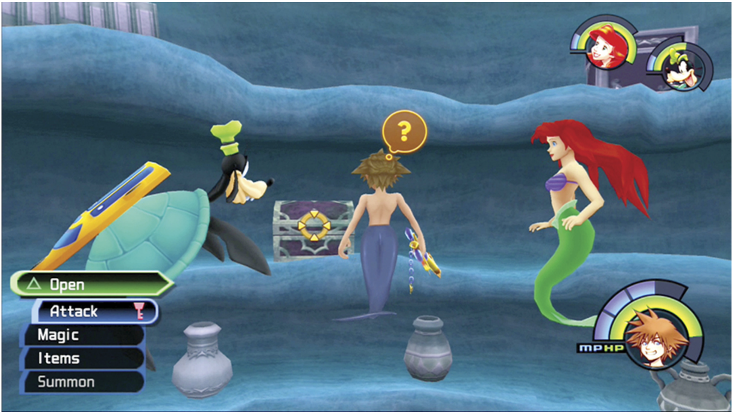

COMMAND
Attack
Magic
Items
Summon
MP
HP

Retrace your path to the Undersea Gorge. A dolphin swims around in here, and you need it to travel to the Undersea Valley where it will prove very useful to you. Catch a ride on its back; when you leave, the dolphin will swim to the Undersea Valley, ready for your next trip.

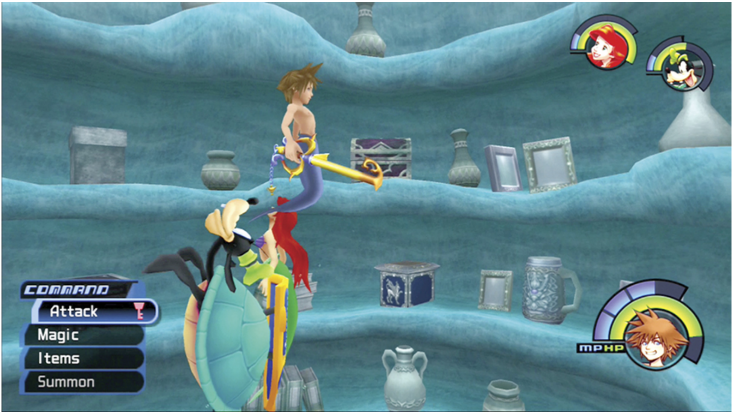
Look for a large rock next to an oversized chest near the sea floor. Push this rock aside to enter Ariel's Grotto.


COMMAND
Attack
Magic
Items
Summon
MP HP

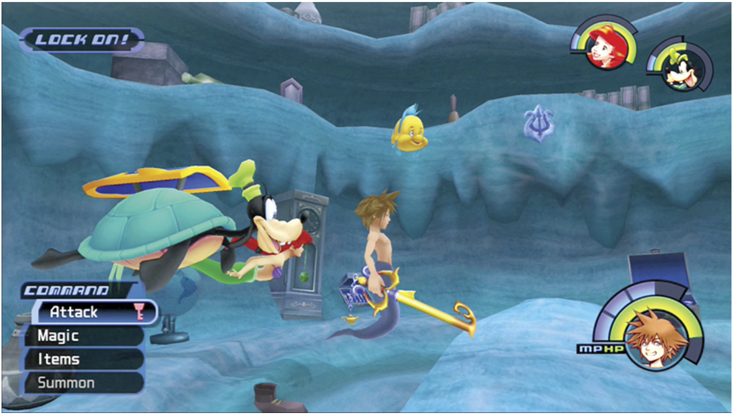
Ariel holds all her special trinkets in the Grotto. Open the chest on the bottom level for a Mega-Potion. Smash a barrel on the right side of the room for an Ether.


Open
Attack
Magic
Items
Summon
MP HP

Float about halfway up for a second chest. Open it to gain a Cottage.

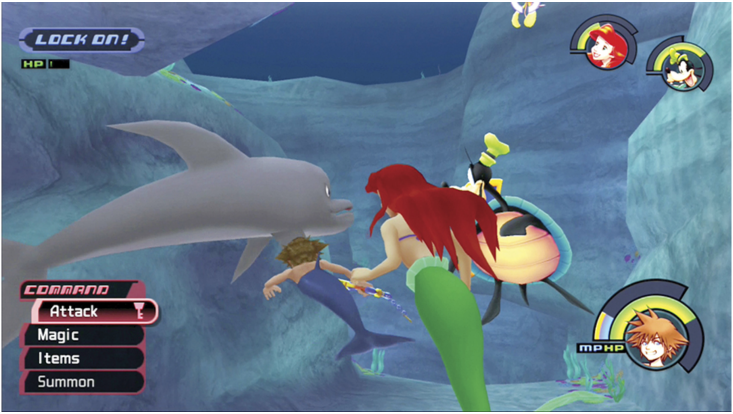

COMMAND
Attack
Magic
Items
Summon
MP HP

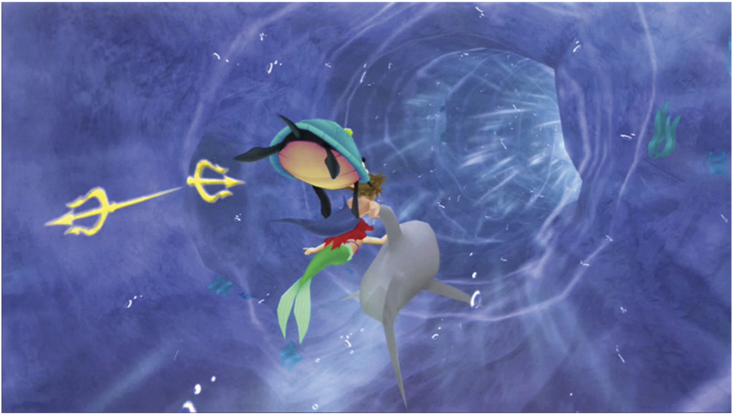
Near the top you'll find a third chest. Open this chest for a Torn Page, which you can use in Merlin's Old Book to unlock another area in the Hundred Acre Wood.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

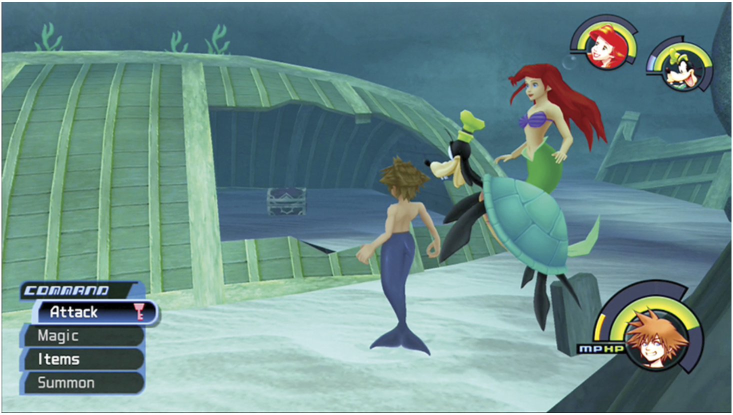
Swim over to Flounder and talk to him. He tells you about the swift current and how the dolphin is the only creature who can swim against it. To reach some of the chambers against the current, you'll need the dolphin's help.

Step 4: The Sunken Ship

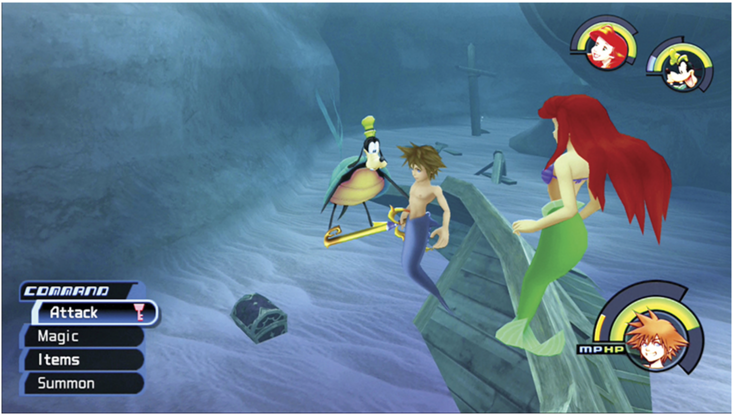

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP



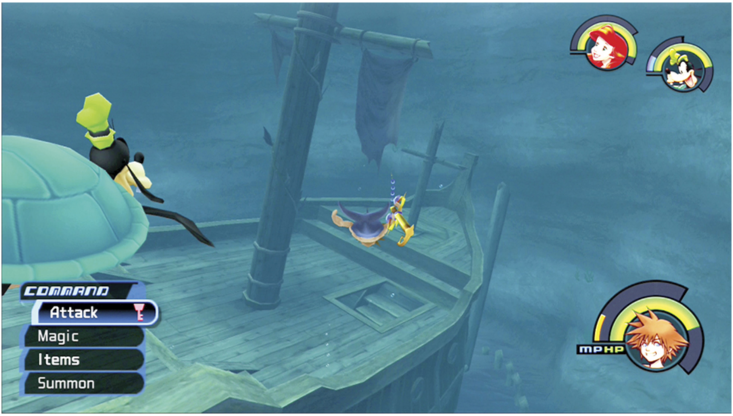
Return to the Undersea Valley and chase away all the Heartless in the area. As the dolphin swims by, grab on for a ride against the current to the Sunken Ship.

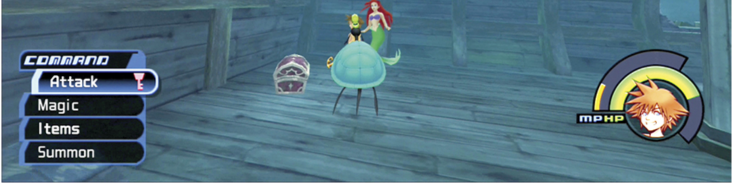

COMMAND
Attack
Magic
Items
Summon
MP HP

The impressive Sunken Ship spreads out before you. However, you don't want to check it out yet. Instead, swim down and look for a smaller capsized boat with a hole in its hull. Enter through the hole and open the chest inside for an Elixir.

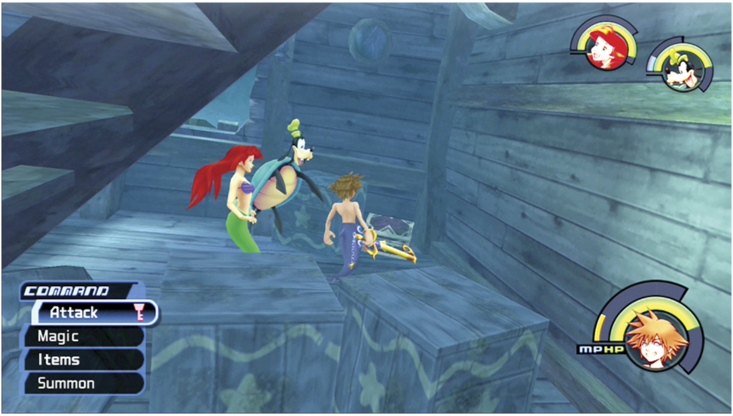

COMMAND
Attack
Magic
Items
Summon
MP HP

Another chest lies nearby half-submerged in the sand. Exit the capsized boat and search the sea floor to the left for the chest that holds a Mythril Shard.

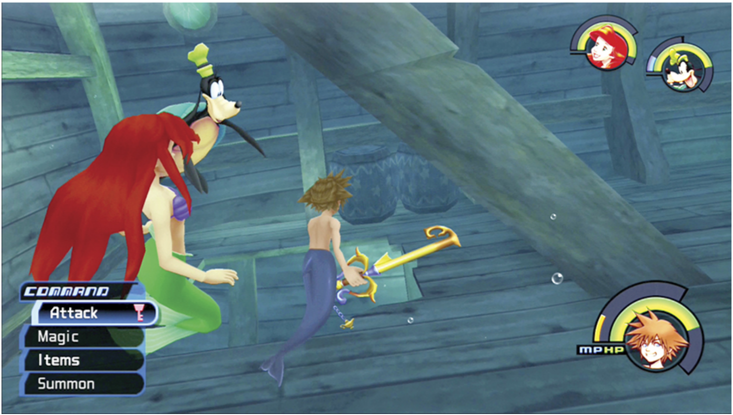

COMMAND
Attack
Magic
Items
Summon
MP HP

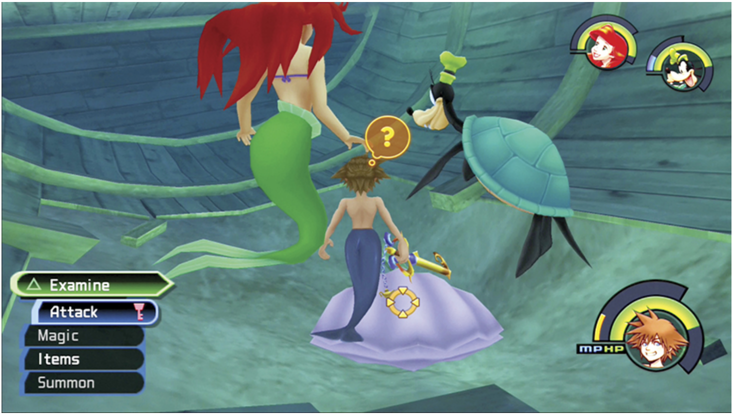

COMMAND
Attack
Magic
Items
Summon
MP HP

To enter the Sunken Ship, swim through the stairs on the deck. Inside, you'll see a chest near the window. As you approach, a giant Shark breaks through the glass and tries to chomp you in half. Luckily, it's too big for the window and retreats. You'll have to deal with it in a minute, but for now, open the chest for the Crystal Trident.

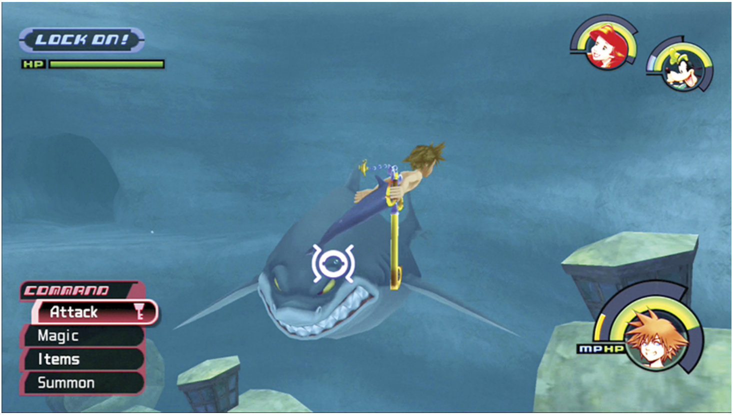

COMMAND
Attack
Magic
Items
Summon
MP HP

Turn around and head to the back corner. A chest sitting in the gloom holds a Mythril Shard.


COMMAND
Attack
Magic
Items
Summon
MP HP

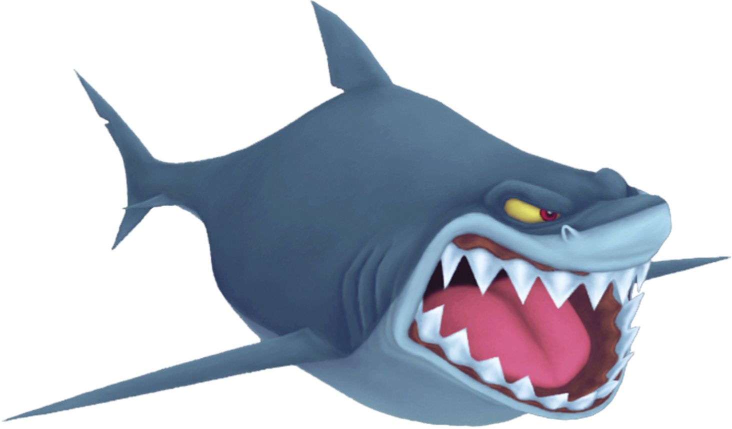

Examine
Attack
Magic
Items
Summon
MP HP

Shatter the boxes under the stairs to reveal a hidden hole that leads down to the ship's broken underside. Strike the clam in the sand to open it for Mythril.

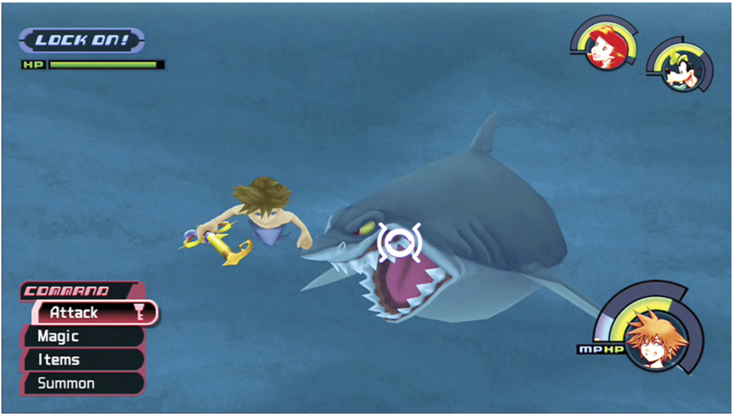

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

As you exit the Sunken Ship, you can gain big experience and a few items by defeating the Shark. Otherwise, you can try to escape by swimming quickly to the cave exit by the cross-shaped mast stuck in the sea floor.

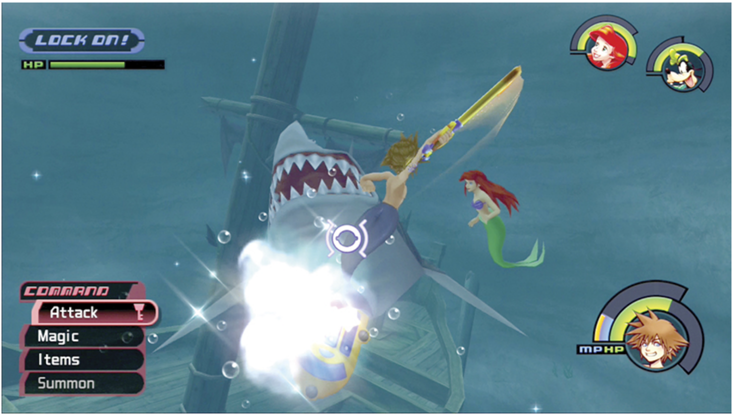
Step 5: The Shark

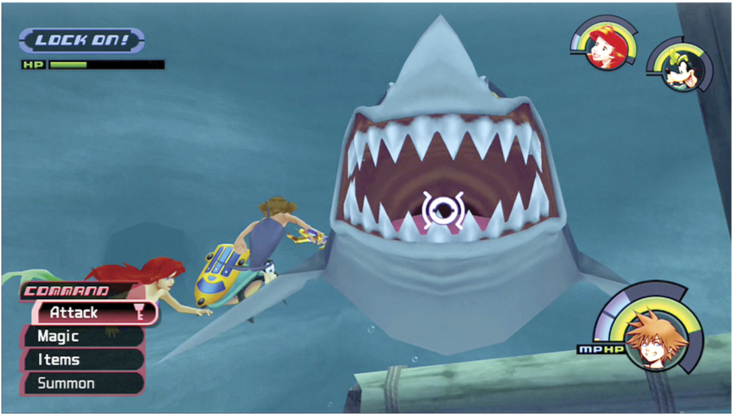


HP	200
Strength	22
Defense	19
EXP	100


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The Shark bites hard. Stay away from its mouth at all costs, even if you have to forgo a few attacks. At range you can use Thunder freely for full damage, but it only takes half damage from Fira and Blizzara.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

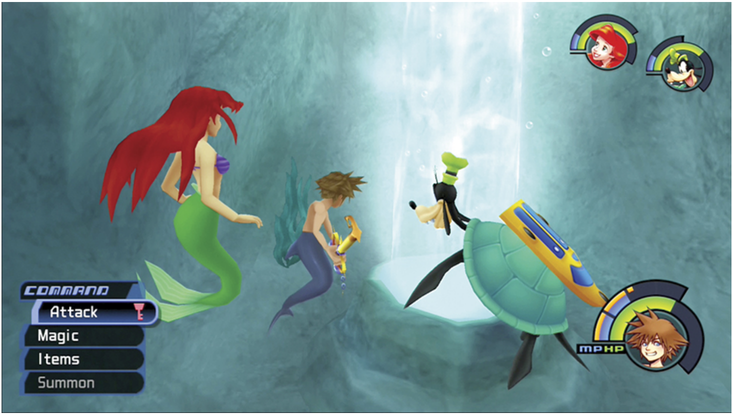
If you can stun it for a moment, slip to the Shark's side or behind it for a better position. Lay into its body as it tries to swim around and get at you.

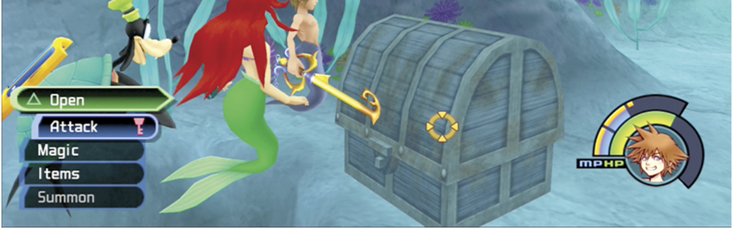
LOCK ON!
HP
100 P

COMMAND
Attack
Magic
Items
Summon
MP HP

Your combined party strength should overwhelm the Shark. After the big beast sees stars and flees, swim around and collect an Ether, Mega-Potion, and Hi-Potion.

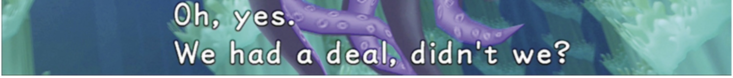
Step 6: Uncover the Den of Tides


COMMAND
Attack
Magic
Items
Summon
MP HP


△ Open
Attack
Magic
Items
Summon
MP HP

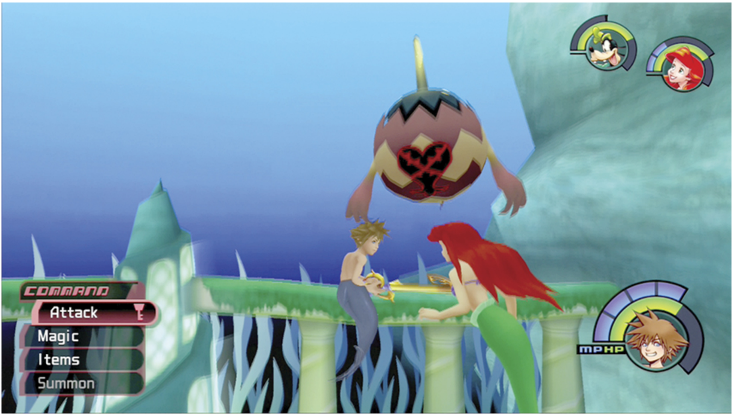
Leave the Sunken Ship through the small cave in the back of the chamber leading to the Undersea Gorge. Strike the lit platform to shoot a swift current upward. Swim into the current to knock aside the oversized chest next to the entrance to Ariel's Grotto. Open the chest for an Orichalcum.

Enter the nearby Grotto and place the Crystal Trident in the wall indentation that's meant to hold it. King Triton arrives; he is not happy about what you've been up to. He drives Ariel away.

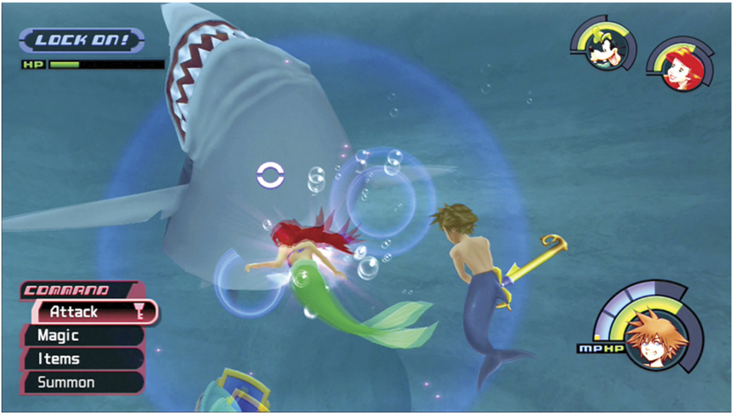


Oh, yes.
We had a deal, didn't we?

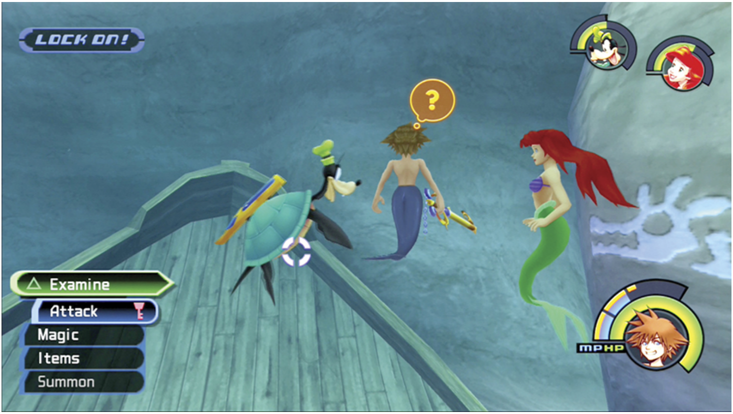
Ursula tricks Ariel into helping her get King Triton's trident. You stop Ursula from hurting the king and his daughter; however, she gets away for now. You must hunt down Ursula and regain the trident.

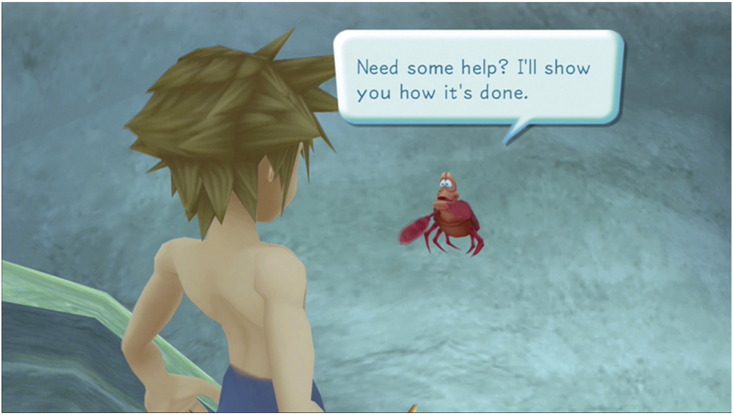

COMMAND
Attack
Magic
Items
Summon
MP HP

Save in Triton's Throne and head toward the Sunken Ship again. Along the way you'll likely encounter another new Heartless, the Aquatank. Avoid its attacks from close range and instead blast it with Fira or Thunder.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

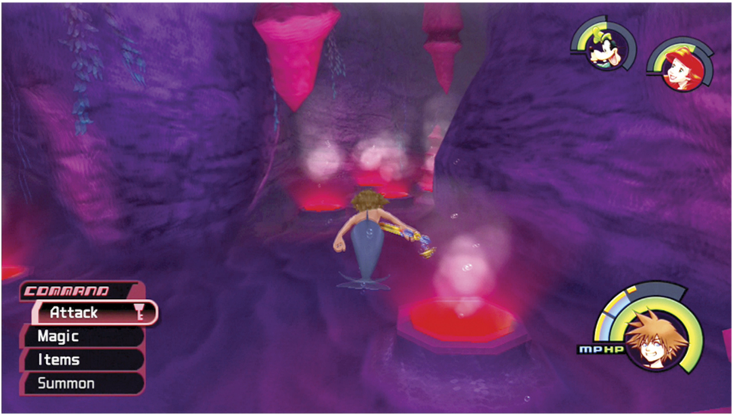
Back in the Sunken Ship area, the Shark will be patrolling again. Take care of him the same way you did before. It's the exact same fight with the same rewards at the end.


LOCK ON!
Examine
Attack
Magic
Items
Summon
MP HP



Need some help? I'll show you how it's done.

After the Shark flees again, swim toward the large rock with the blue design on it. There's a switch you need behind an overturned boat next to the rock, but you can't reach it. You need Sebastian's help. Call on him and he'll press the switch to lower the rock and open a hidden tunnel to the Den of Tides.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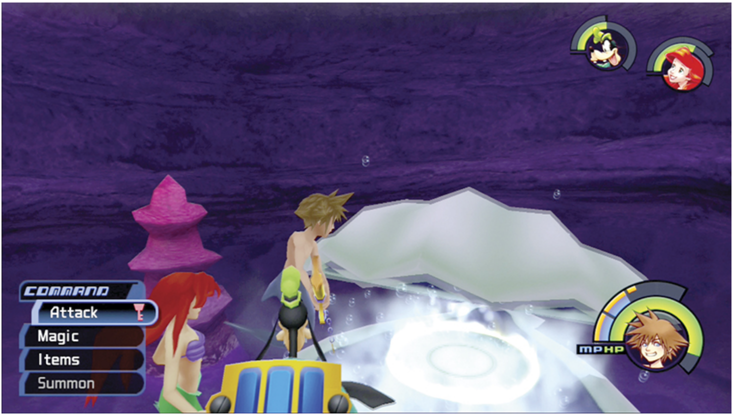
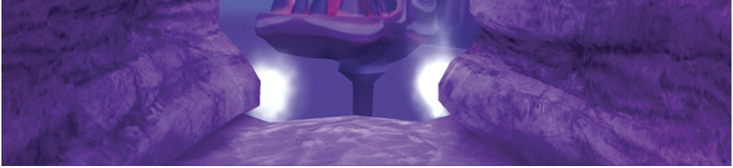
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

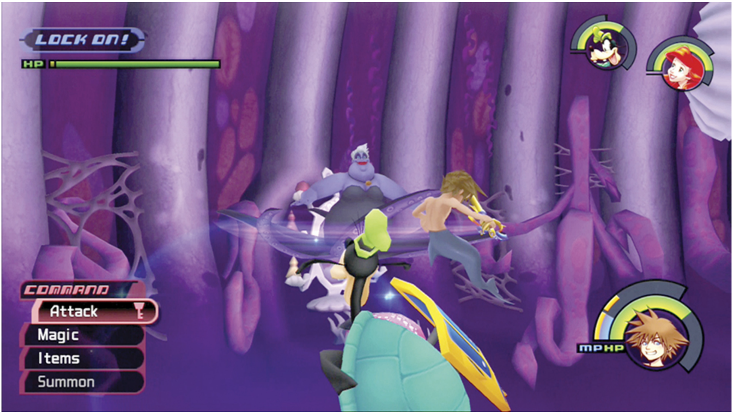
Fight through the Heartless in the Den of Tides and take the right fork. The right path leads into the Cavern Nook, where you'll find a clam with a Mega-Ether and another save point in the second clam.



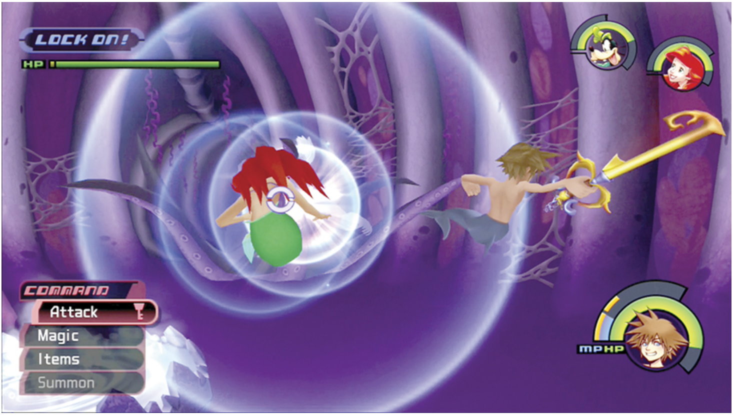
Pick your party and make sure you’re stocked up on items before departing for the first of two boss fights against Ursula. Exit the Cavern Nook and take the other path toward the Tidal Abyss.

Step 7: Ursula I

HP	450
Strength	22
Defense	19
EXP	1000


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Swim into Ursula's Lair to combat the Tentacle Queen. Ursula assaults you directly with her spinning tentacles that will knock you around the chamber if you get too close. Swim up and down to avoid them quickly, since they have a long reach and it's hard to avoid them moving side to side.


LOCK ON!
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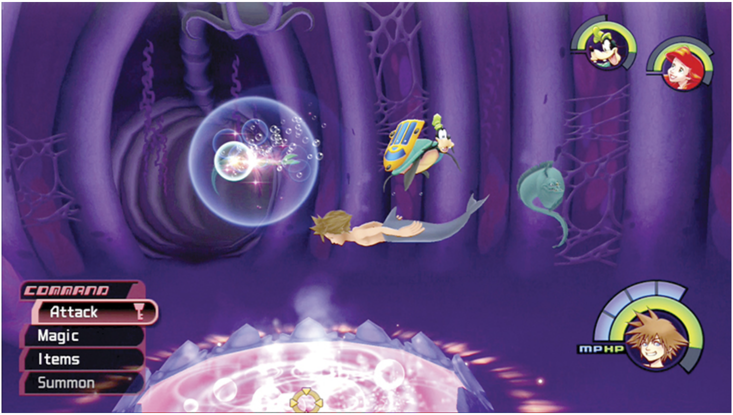
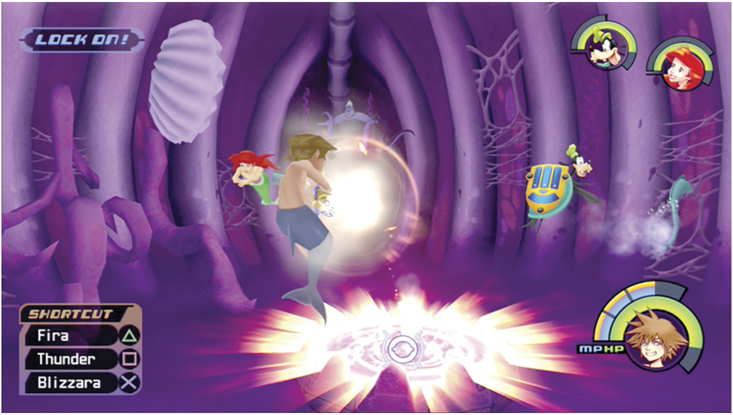
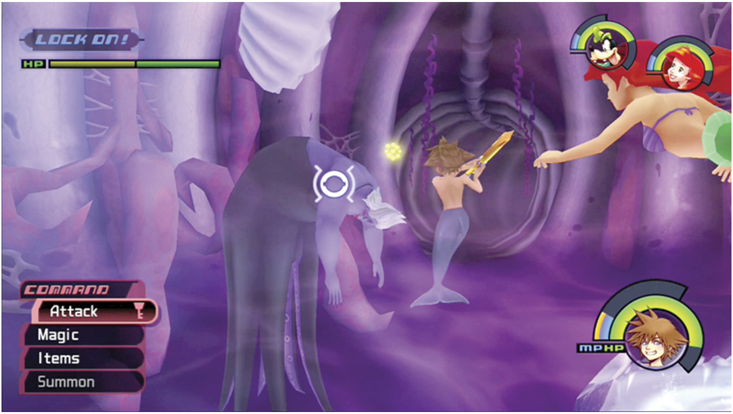
COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Let your companions handle Ursula as you use the clue King Triton gave you earlier to beat her: Ursula's magic is tied into the cauldron! Avoid Flotsam and Jetsam as they nip at you and swim close enough that you can target the cauldron.


LOCK ON!
SHORTCUT
Fira △
Thunder □
Blizzara ✕
MP HP

Pump enough of your own magic into the cauldron and it explodes, stunning Ursula. Any of your magic spells will work, and if you get low on MPs, drink an Ether or trounce Flotsam or Jetsam for MP charge.

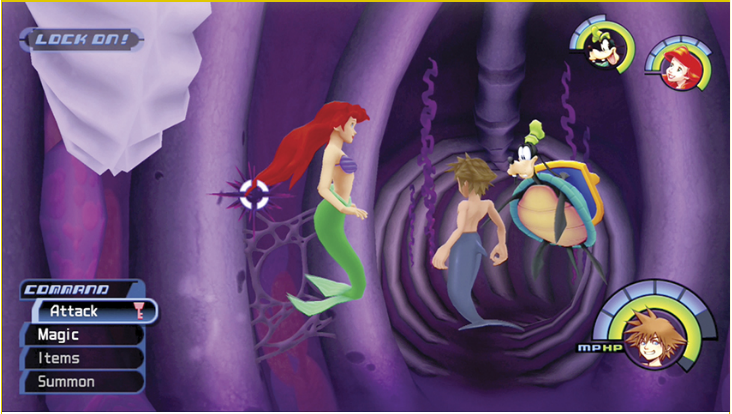

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

When the cauldron explodes, immediately jet over to Ursula and hit the Tentacle Queen with as many combos as you can land. She has very high defenses and she will regenerate Flotsam and Jetsam if you knock them out, but the cauldron explosions render Ursula defenseless and with enough damage you'll force her to flee.

COMMAND
Attack
Magic
Items
Summon
MP HP

You'll have to chase after Ursula because she still has King Triton's trident. After the battle, you earn the shared ability Mermaid Kick. Equip it so you can swim against the current and follow Ursula to her second lair off of the Calm Depths. If you like, return to the Cavern Nook first for a quick save and restocking.

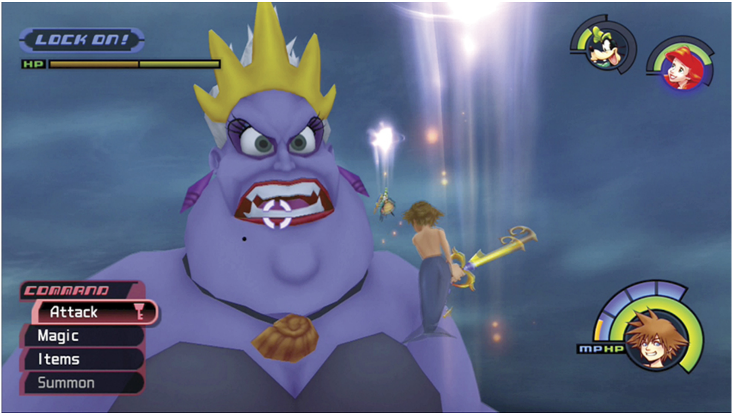
Hidden Item: Mythril


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

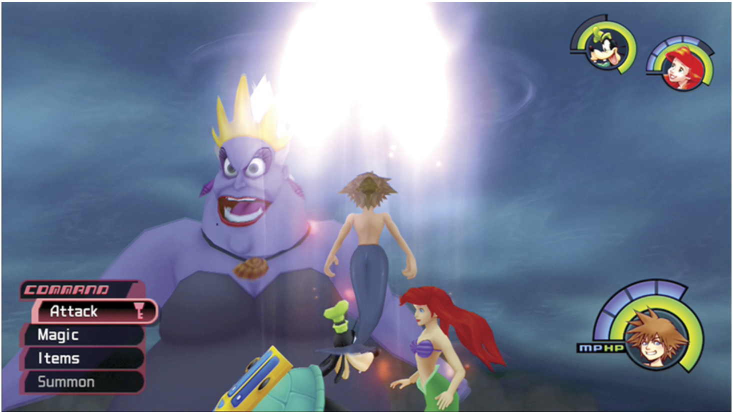
Reenter Ursula's Lair after you've defeated her with Flotsam and Jetsam by her side. Search around the chamber for a purple, spiked sea urchin (use the target lock feature to find it quickly). Cast your Fire spell on the sea urchin a few times to open a nearby clam. Out drops a chest with Mythril inside.

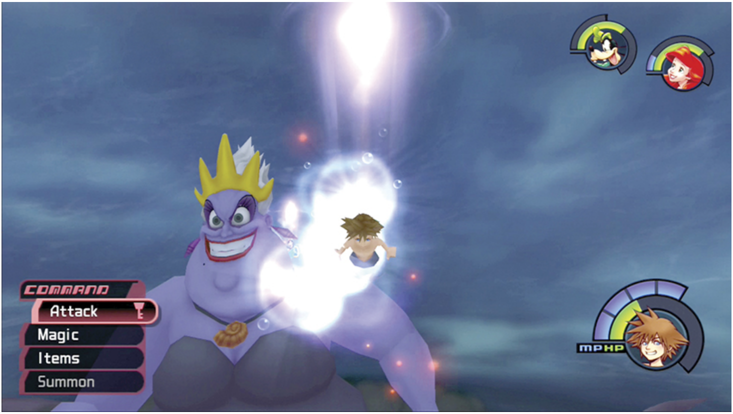
Step 8: Ursula II

HP	900
Strength	22
Defense	19
EXP	1500

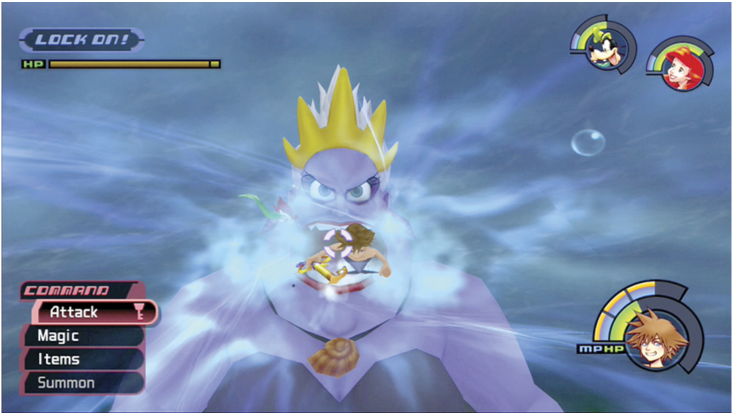

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

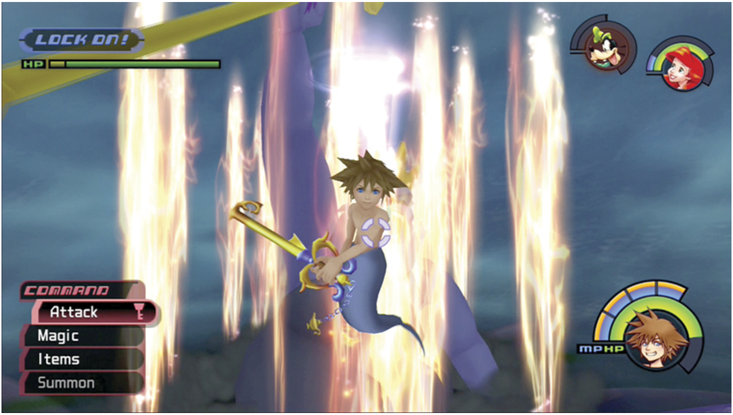
Your second battle with Ursula is quite a bit different. For starters, she's grown huge! You don't have to worry about her spinning tentacles, but she has a host of more powerful attacks to avoid.


COMMAND
Attack
Magic
Items
Summon
MP HP

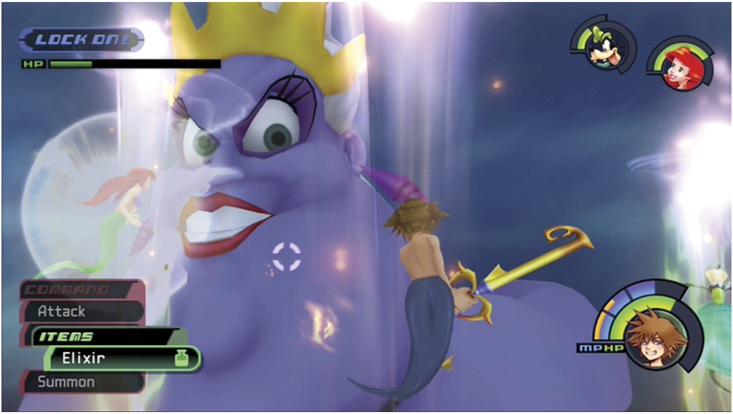

COMMAND
Attack
Magic
Items
Summon
MP HP

Two of Ursula's attacks can be dodged, though all are most easily avoided by swimming away at high speeds with Mermaid Kick. When you see a white light appear overhead, jet from side to side as the damaging light seeks to track you. Ursula also spews out white energy balls that you can dodge around while you position for a counterattack.

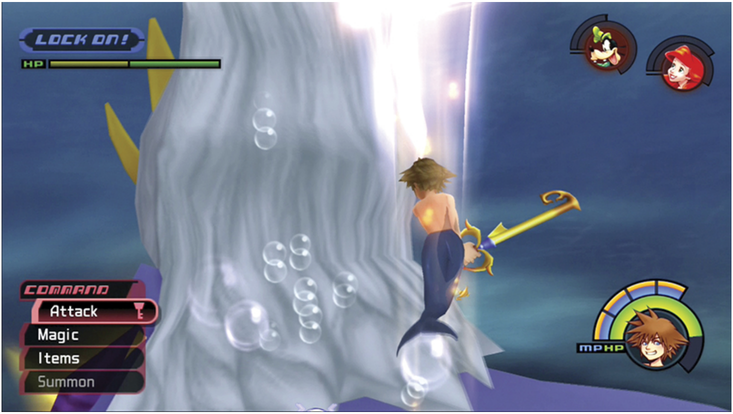

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

More dangerous are her other two attacks. When she opens her mouth wide and begins to suck in water, swim away immediately. If you fail to clear her mouth, she will bite down for massive damage. When Ursula raises the trident high, kick away from her quickly to avoid the curtain of fire that she conjures all around herself.

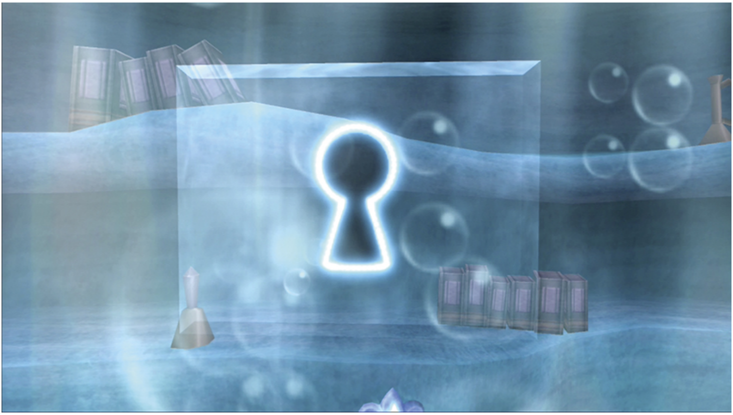

LOCK ON!
HP
COMMAND
Attack
ITEMS
Elixir
Summon
MP HP

If you find yourself taking lots of damage, throw up an Aero spell on yourself. Aero will let you get in close to deal damage while taking less yourself.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The key to defeating Ursula is to get around behind her head and whack away. She will constantly turn to face you. It's difficult to stay behind her, but even if you connect with the sides of her face, you can slowly deal lethal damage with less risk to yourself.

Step 9: Lock Up Atlantica



After Ursula's fall, you return the missing trident to King Triton. You're rewarded with the Thundara upgrade to your Thunder spell and you gain Ansem's Report 3. Swim back to Ariel's Grotto and seal the world's keyhole when it appears.

Essential Upgrade: Thundara Spell

Upgraded Area-Effect Spell

Thunder is your best spell for striking multiple enemies, especially those in a confined space where you can reach them all. Now Thunder just got better with the upgraded version.

Your world, what's it like?

You say goodbye to Ariel; however, she has one last surprise for you. She hands you the Crabclaw key chain as a thank you. Return to Triton's Throne and use the save point there to climb aboard your gummi ship for the next trip.

Essential Upgrade: Crabclaw

ATK 6

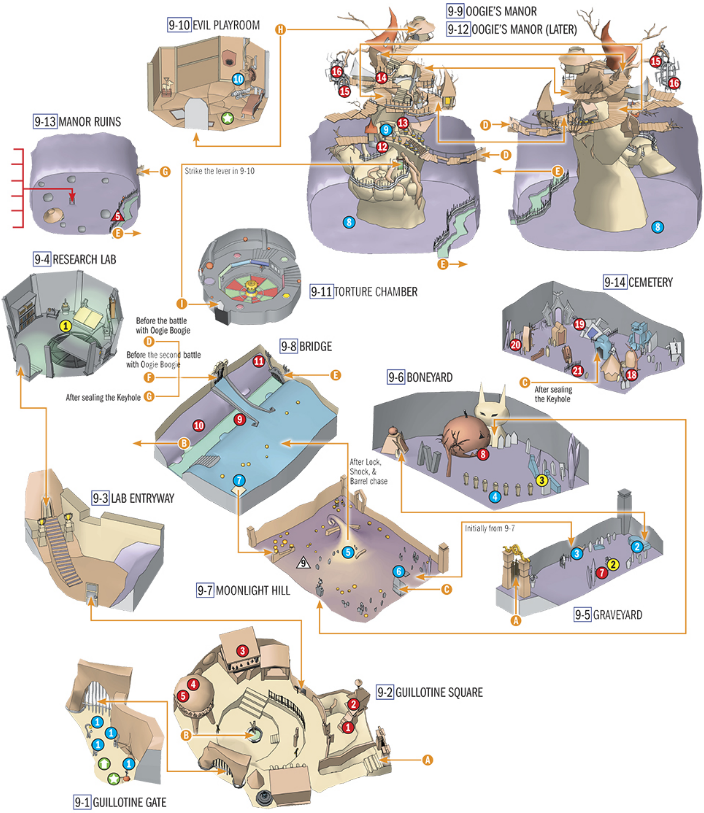
STR +3

MP +1

Your new key chain upgrade gives a big boost to Strength and a small boost to Magic Power. It’s a nice balanced weapon that deals good physical damage while providing additional magic and summoning power.

Halloween Town

Halloween Town


9-10 EVIL PLAYROOM
9-9 OOGIE'S MANOR
9-12 OOGIE'S MANOR (LATER)
9-13 MANOR RUINS
Strike the lever in 9-10
9-4 RESEARCH LAB
9-11 TORTURE CHAMBER
9-14 CEMETERY
Before the battle with Oogie Boogie
Before the second battle with Oogie Boogie
After sealing the Keyhole
9-8 BRIDGE
9-6 BONEYARD
After sealing the Keyhole
After Lock, Shock, & Barrel chase
9-3 LAB ENTRYWAY
Initially from 9-7
9-7 MOONLIGHT HILL
9-5 GRAVEYARD
9-2 GUILLOTINE SQUARE
9-1 GUILLOTINE GATE
A
B
C
D
E
F
G
H
I

Opponents

Name	Shadow	Search Ghost	Wight Knight	Gargoyle	Darkball	Wizard	White Mushroom
HP	39	45	60	70	60	75	-

Name	Black Fungus	Rare Truffle	Lock	Shock	Barrel	Oogie Boogie	Oogie Boogie 2
HP	9	-	150	120	180	450	90 (x7)

Items

No.	Item	Location	Condition
1	>Thundara-G	>9-2	-
2	Elixir	9-2	Pull the rope near the door 3 times
3	Power Up	9-2	High Jump or Glide
4	Dalmatians 70, 71, 72	9-2	Glide
5	Elixir	9-2	Glide
6	Torn Page	9-4	Examine bookcase
7	Forget-Me-Not	9-5	Find Sally
8	Jack-in-the-Box	9-6	Complete the tombstone ghost puzzle
9	Flare-G	9-8	-
10	Meteor-G	9-8	-
11	Defense Up	9-8	-
12	Ether	9-9	-
13	Ether	9-9	-
14	Dispel-G	9-9	If you activated the lever in 9-10
15	Orichalcum	9-9	If you activated the lever in 9-10
16	Mega-Ether	9-9	Jump from nearby roof
12	Ether	9-13	If you did not retrieve the item in 9-9

⑬	Ether	9-13	If you did not retrieve the item in 9-9
⑭	Dispel-G	9-13	If you did not retrieve the item in 9-9
⑮	Dalmatians 40, 41, 42	9-13	If you did not retrieve the item in 9-9
⑯	Mega-Ether	9-13	If you did not retrieve the item in 9-9
⑰	Mythril Shard	9-13	If you did not activate red Trinity 5 in 9-9
⑱	Holy-G	9-14	-
⑲	Scissors-G	9-14	-
⑳	Dark Matter	9-14	-
㉑	Dalmatians 64, 65, 66	9-14	-

Characters

No.	Character	Location	Purpose
①	>Dr. Finkelstein	>9-4	Help him create a “heart”
②	Sally	9-5	Possesses memory (disappears after you encounter her)
③	Mayor	9-6	Helps you obtain surprise (disappears after you encounter him)

Special Objects

No.	Prop	Location	Purpose
①	>Lanterns	>9-1	-
②	Coffin	9-5	Passage to 9-6 (after meeting Sally)
③	Lantern lift	9-5	Passage to 9-7 (activate with Fire; after having been to 9-7)
④	Tombstones	9-6	Mayor’s ghost riddle
⑤	Switch	9-7	Passage to 9-8 (starting with the pursuit of Lock, Shock, & Barrel)
⑥	Lantern lift	9-7	Passage to 9-5 (activate with Fire)
⑦	Lantern lift	9-8	Passage to 9-7 (activate with Fire)
⑧	Bath tub	9-9	Transport to entrance of Oogie’s Manor

9	Lantern lift	9-9	Lift going up
10	Lever	9-10	Opens Torture Chamber door

Trinities

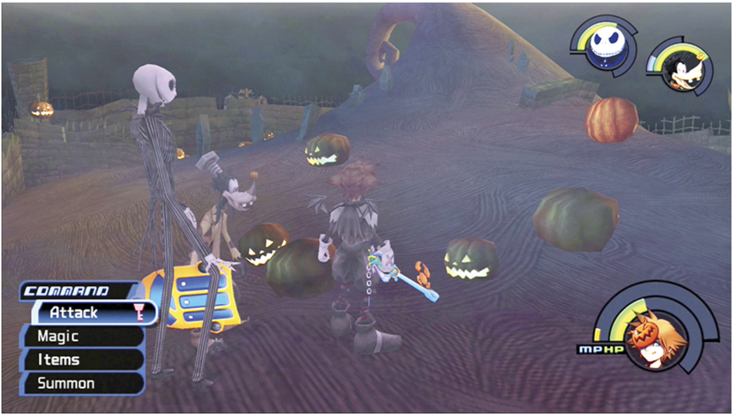
Trinity	Location	Purpose
5	>9-9	>Mythril Shard
9	9-7	Comet-G

Objectives

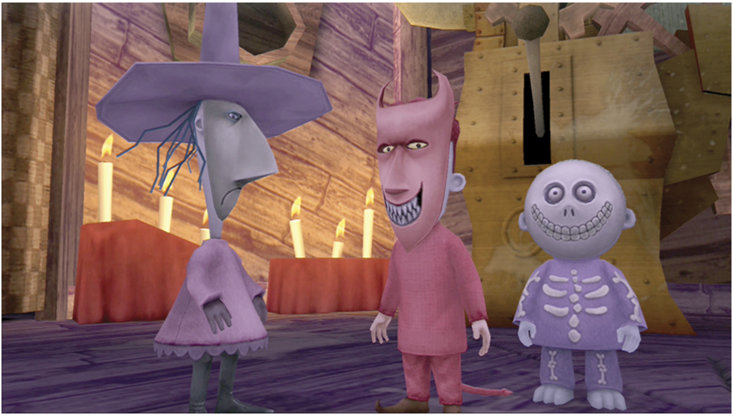
1. Meet Dr. Finkelstein

Is something wrong, Jack?

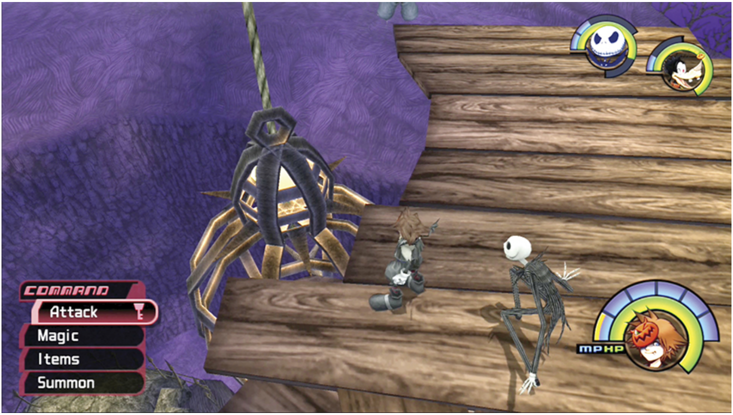
2. Bring missing ingredients to Dr. Finkelstein


COMMAND
Attack
Magic
Items
Summon
MP
HP

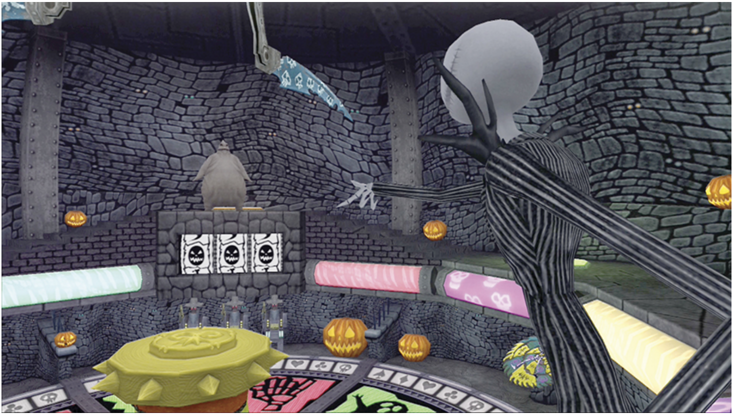
3. Retrieve the heart



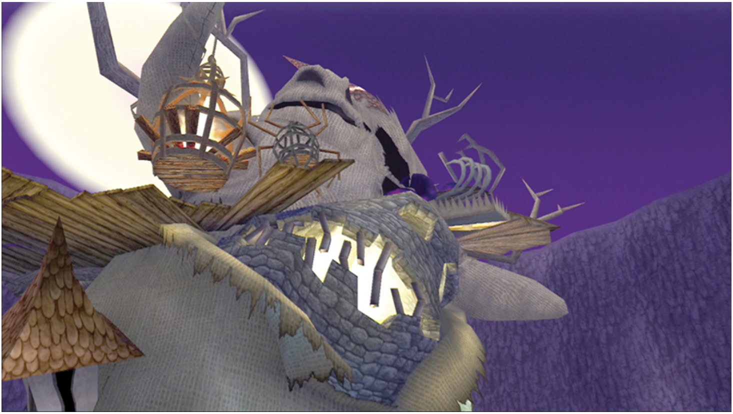
4. Defeat Lock, Shock, and Barrel


COMMAND
Attack
Magic
Items
Summon
MP HP

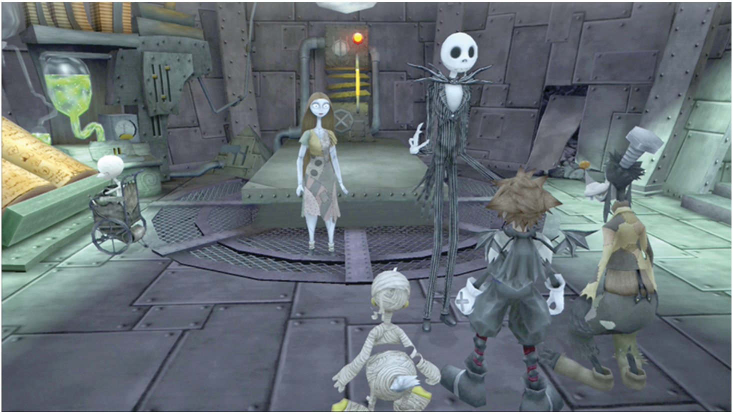
5. Uncover Oogie Boogie's hiding place



6. Beat Oogie Boogie

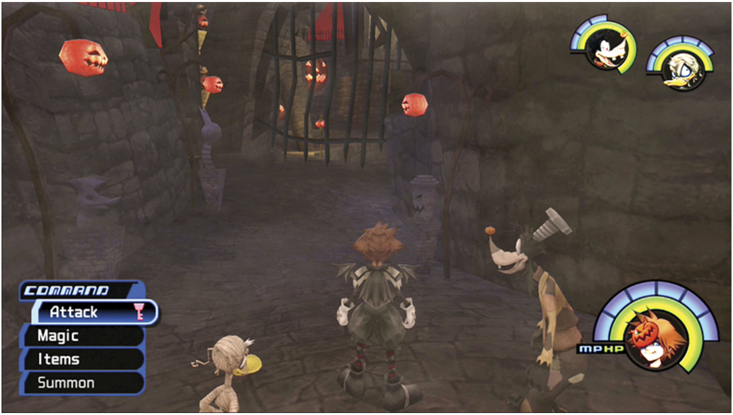


7. Destroy Oogie's Manor

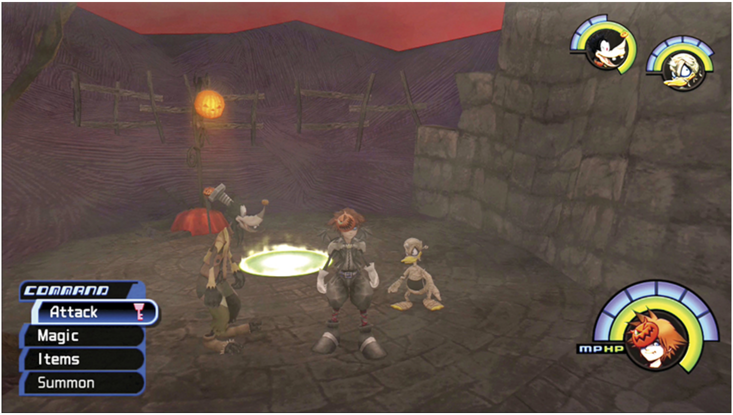


8. Return to the Ruined Manor

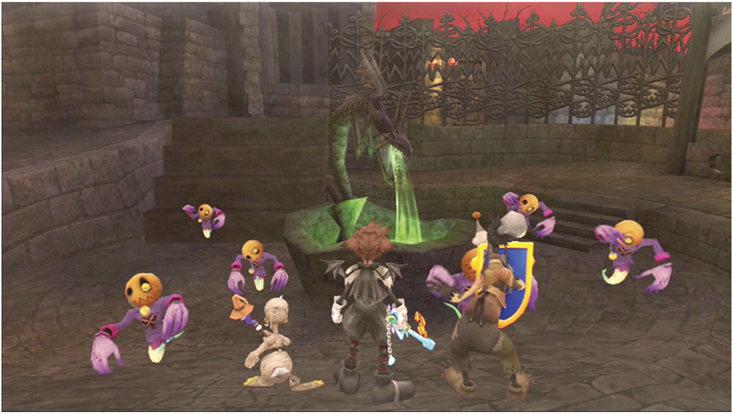
Step 1: Meet Dr. Finkelstein


COMMAND
Attack
Magic
Items
Summon
MP HP

Your next destination is the Battle Level 6 world: Halloween Town. You all put on some spooky costumes to fit right in.

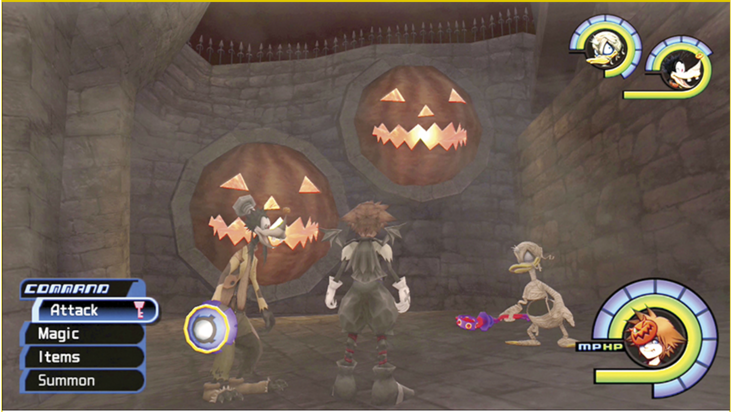

COMMAND
Attack
Magic
Items
Summon
MP HP

When you arrive, turn around and immediately save at the save point. Use this as your home base for the early part of the game until you find another save point.



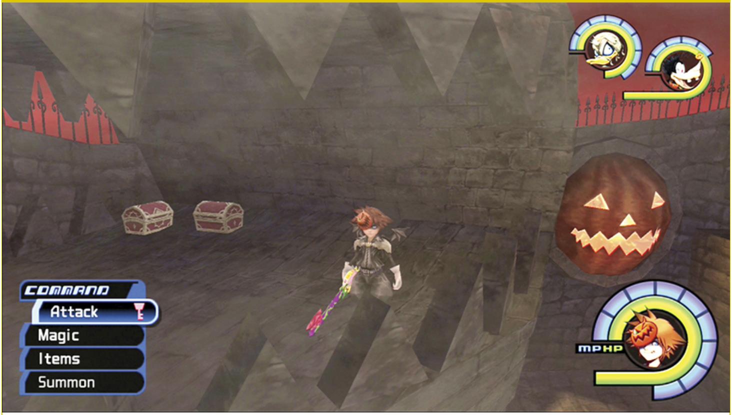
Enter Guillotine Square through the gates. Ignore the Search Ghosts in the courtyard; they're harmless and waiting for the Halloween Town festivities to begin.

Hidden Item: Power Up


COMMAND
Attack
Magic
Items
Summon
MP HP

Return to Guillotine Square after you gain the High Jump and Glide abilities. Head toward the two big, glowing jack-o'-lanterns on the wall and jump up the wall to the right of them. Grab the top ledge and flip up to a balcony with a red chest. Inside you'll gain a Power Up.

Hidden Item: Dalmatians and Elixir

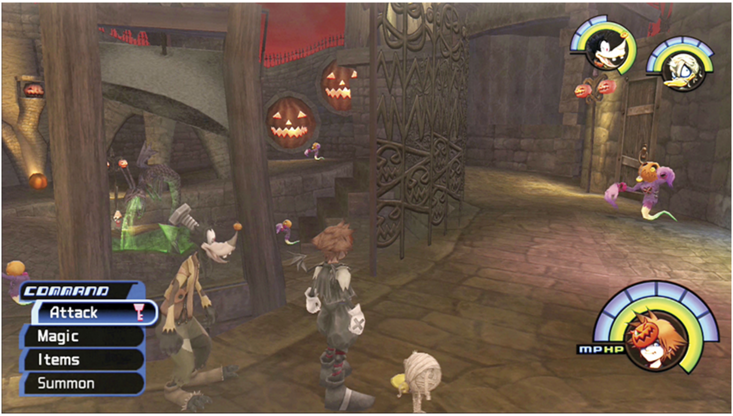

COMMAND
Attack
Magic
Items
Summon
MP HP

From the balcony with the Power Up in Guillotine Square, turn to face the gray pumpkin on the right side looking out. Jump up and glide across the Square and into the gray pumpkin's mouth. You'll discover two chests here: one with Dalmatians 70, 71, 72 and one with an Elixir.

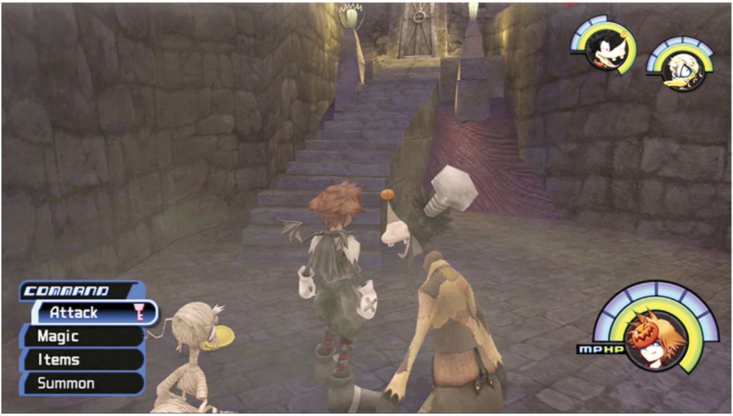
Move to the far side of the courtyard. The Mayor will introduce Jack Skellington, the Pumpkin King and master of the Halloween ceremonies. Jack goes off in search of Dr. Finkelstein to get his opinion on how to make things scarier.

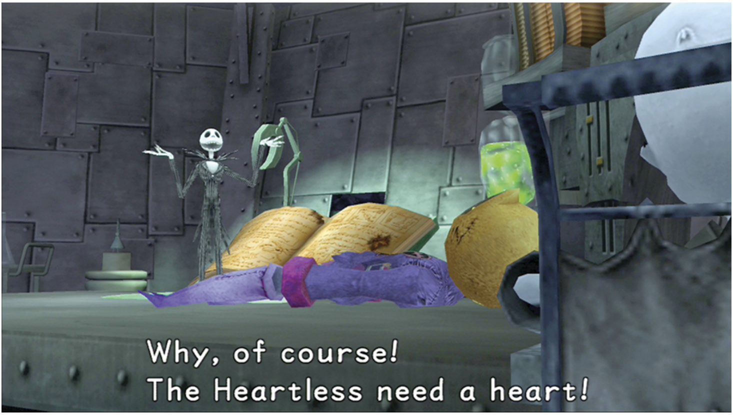
The Mayor

The political leader of Halloween Town literally has two faces, happy and sad, which rotate to show his current emotions. The Mayor relies on Jack Skellington to handle the Halloween festivities while he takes care of other things in the town.


COMMAND
Attack
Magic
Items
Summon
MP
HP

Follow Jack and look for the door to the Lab Entryway. Two jack-o'-lanterns hang on a post next to the door.

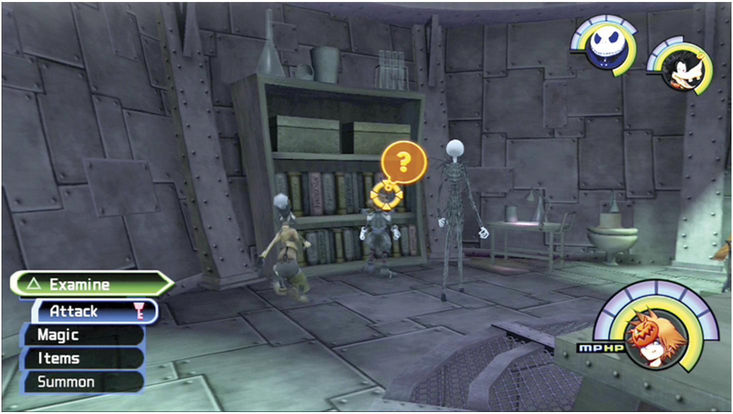

COMMAND
Attack
Magic
Items
Summon
MP HP


Why, of course!
The Heartless need a heart!

Enter the Lab Entryway and head upstairs to the Research Lab where Jack and Dr. Finkelstein are involved in a weird experiment to animate and control the Heartless. They need a working heart to succeed, but their experiment is missing something. Dr. Finkelstein believes the missing ingredient is "memory," and he wants to pluck it out of his assistant Sally's head.

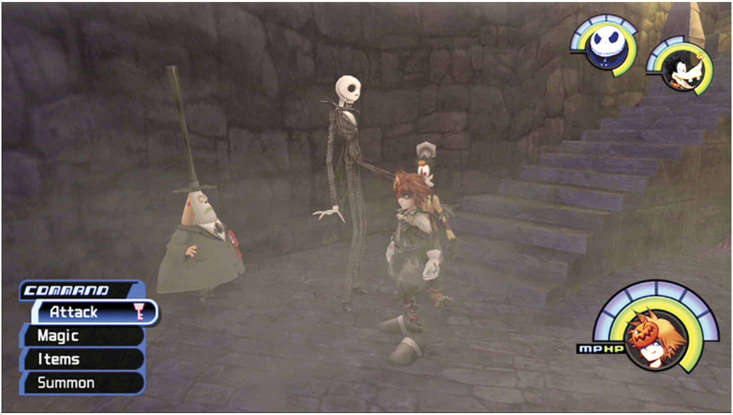
Dr. Finkelstein

When the Heartless arrived in town, the mad doctor had plenty of new material to work with. His experiment currently centers on controlling the Heartless with a strange-looking heart.

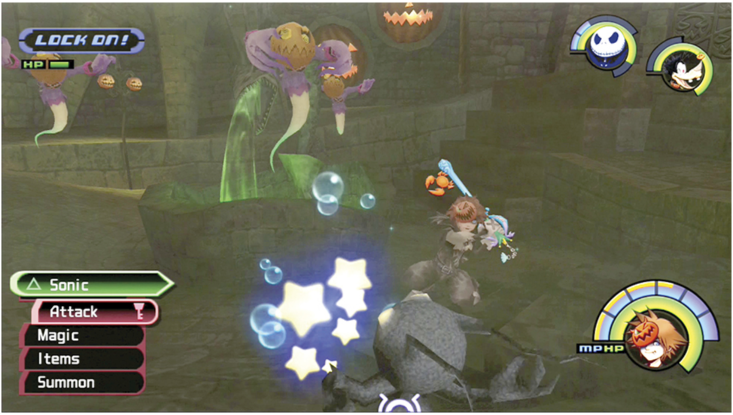

△ Examine
Attack
Magic
Items
Summon
MP HP

Jack invites you to come along as he goes to find Sally. Once Jack joins your party, search the Research Lab bookshelf for a Torn Page.

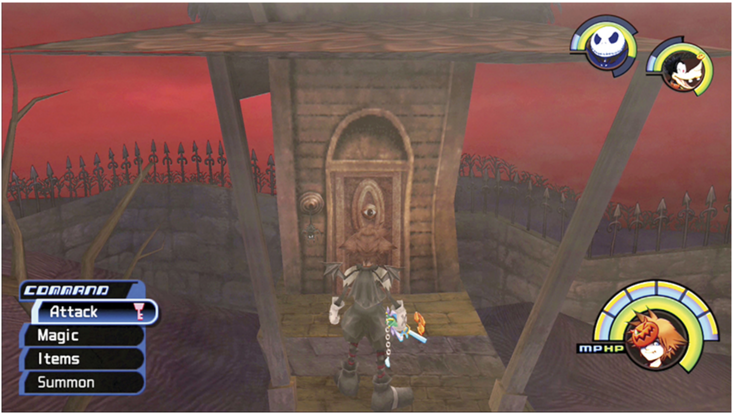
Step 2: Bring Missing Ingredients to Dr. Finkelstein

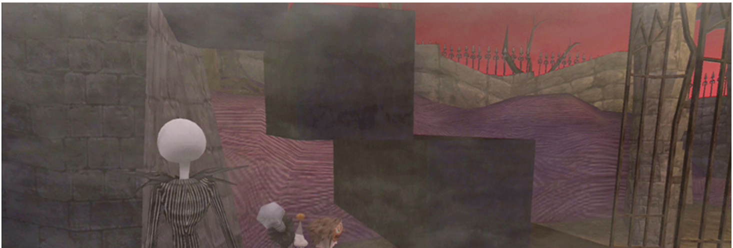

COMMAND
Attack
Magic
Items
Summon
MP HP

The Mayor corrals you when you leave Dr. Finkelstein. He tells you that the Heartless are now out of control and running amok about the town. You promise him you'll handle it.

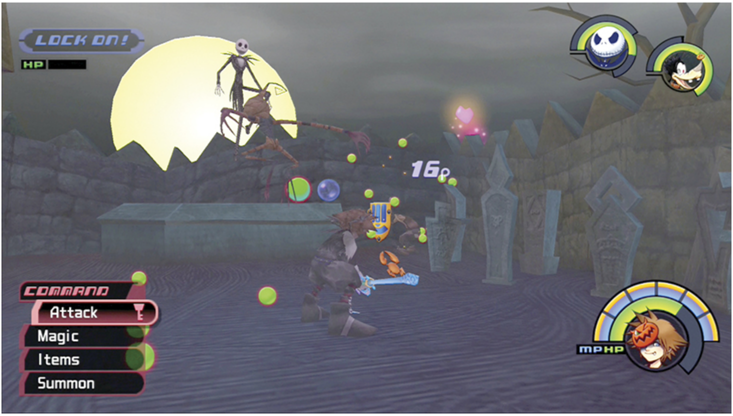

LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

Return to Guillotine Square and clear out the now-angry Search Ghosts. After they're gone, head into the gated area next to the Lab Entryway.

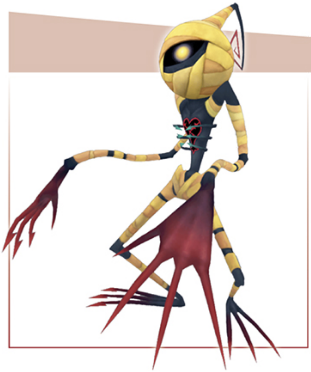

COMMAND
Attack
Magic
Items
Summon
MP HP



Climb the wooden steps to a door with an eyeball staring back at you. Pull the spider doorbell three times to receive an Elixir. Drop off the side and look beneath the stairs for a chest with a Thundara-G.


LOCK ON!
HP
16
COMMAND
Attack
Magic
Items
Summon
MP HP

The next gate leads to the Graveyard. Enter and defeat all the Heartless, including the new Wight Knights. Beware their springing attack and use Thunder on them if their acrobatic antics become too much of a headache.

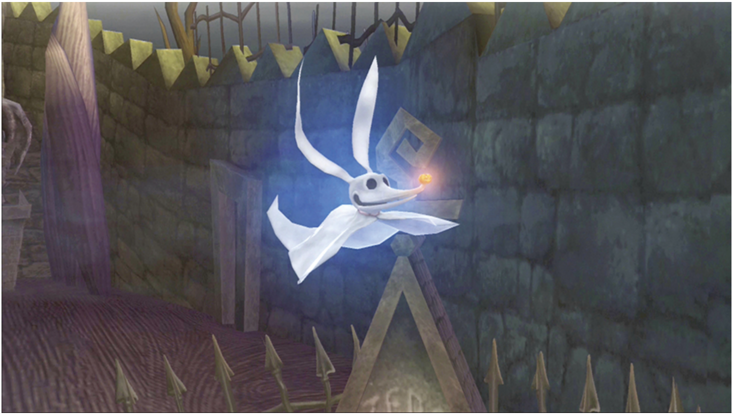


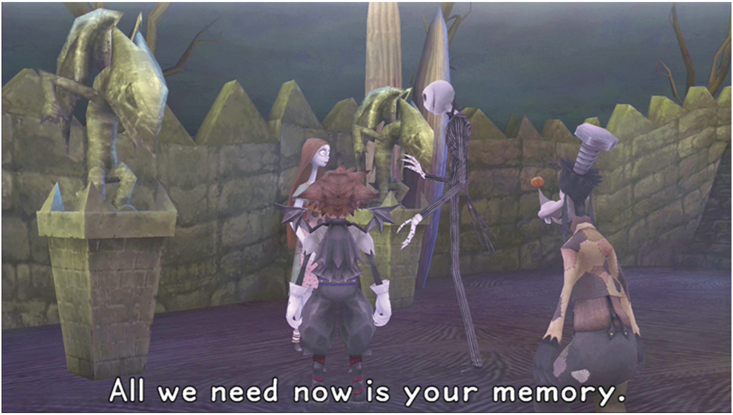
WIGHT KNIGHT

Area: Olympus Coliseum; Halloween Town; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	60 / 120	HP balls	Small x5			Weapon	100
STR	24 / 35	MP balls	-			Fire	100
DEF	20 / 27	Munny balls	-			Blizzard	100
EXP	16 / 90					Thunder	100
MP Recovery	34 / 47	1st Item	Hi-Potion	2	%	%Attack	100 / 80
		2nd Item	Mega-Potion	0.5	%	Stop	100 / 60
Attack Type:	-	3rd Item	Lucid Gem	4	%	Stun	100
						No Type	100

Details -





All we need now is your memory.

Zero and Sally will emerge from their hiding places only after you've dispatched all the Search Ghosts and Wight Knights. Sally reluctantly hands over her memory, a Forget-Me-Not.

Zero

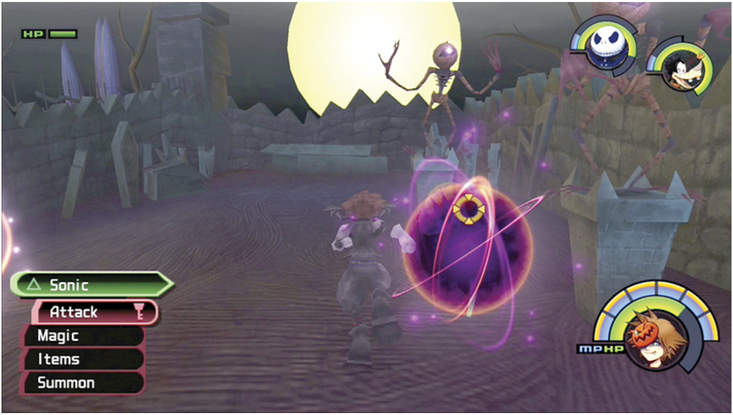
The cowardly ghost dog, Zero, may disappear in the face of danger, but he's still a loyal pet to Jack. He finds Sally for you in the Graveyard and will prove helpful later.

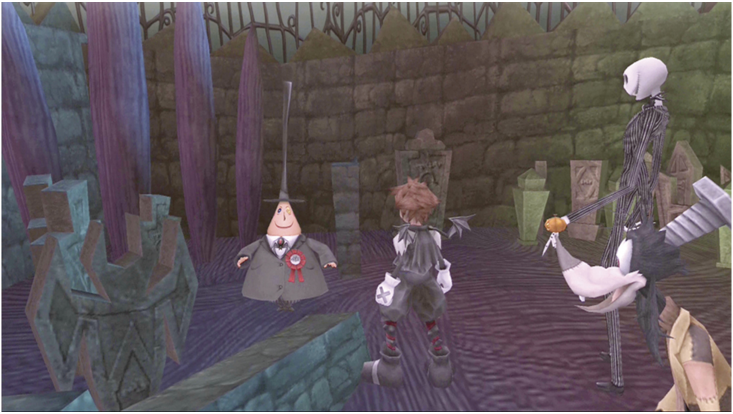
Sally

Dr. Finkelstein created Sally, and she serves as his assistant. Sally's body parts sometimes have a "mind of their own" and come off and move about. Sally cares for Jack and tries to steer his wild schemes toward a safer path.

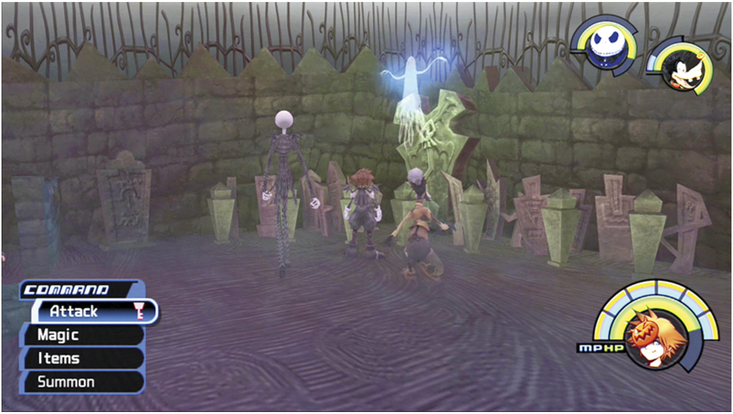
Now, just one more ingredient.

Return to the Research Lab and speak with Dr. Finkelstein. He says he needs one more ingredient to continue with the experiment: "surprise." He hints that the Mayor will be able to help.

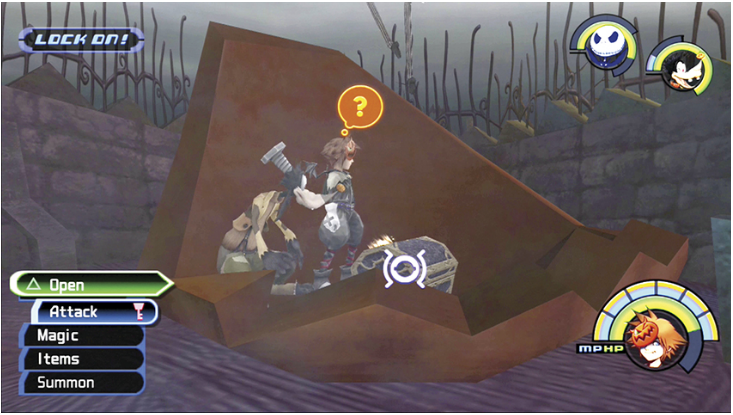

HP
△ Sonic
Attack
Magic
Items
Summon
MP HP



Go back to the Graveyard and vanquish any Heartless that show up. Examine the coffin in the back for a new passage to the Boneyard.


COMMAND
Attack
Magic
Items
Summon
MP HP

Move around the giant pumpkin and speak to the Mayor on the other end. He offers you a game to earn the surprise. Ghosts will rise out of the tombstones, and if you examine them in the order that they appeared, you win a “surprise.”


LOCK ON!
Open
Attack
Magic
Items
Summon
MP HP

You can try the game as many times as you need to complete it. Once you’ve identified the correct tombstone order, the giant pumpkin explodes and leaves behind a chest inside. Open the chest for a Jack-in-the-Box.

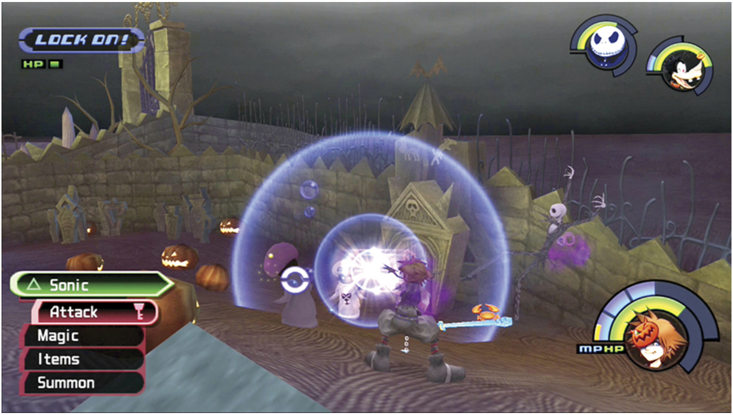
There you go.
This time it's sure to work.

Head back to see the doctor with the second ingredient in hand. Together “memory” and “surprise” succeed in creating a heart for the Heartless. However, before Dr. Finkelstein can use it on the Heartless, Oogie Boogie’s three little minions—Lock, Shock, and Barrel—steal it. You must now track them down to Oogie Boogie’s Manor to retrieve the heart.

Step 3: Retrieve the Heart

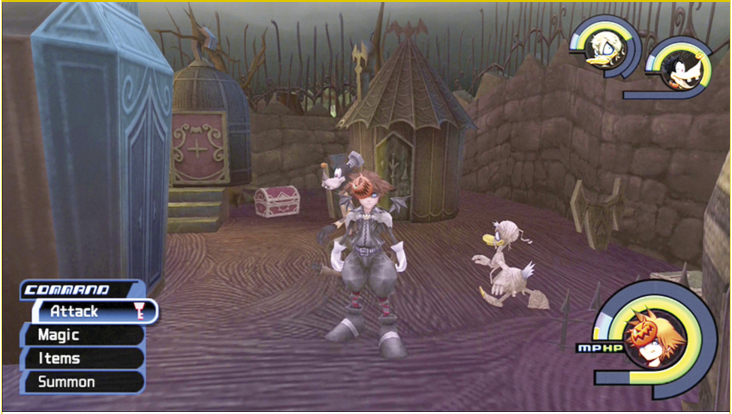
Zero, after them, quick!

You are going to need Zero’s help to sniff out the missing heart. Follow Zero to the Graveyard, through to the Boneyard, and then open the door in the pumpkin tomb to Moonlight Hill.

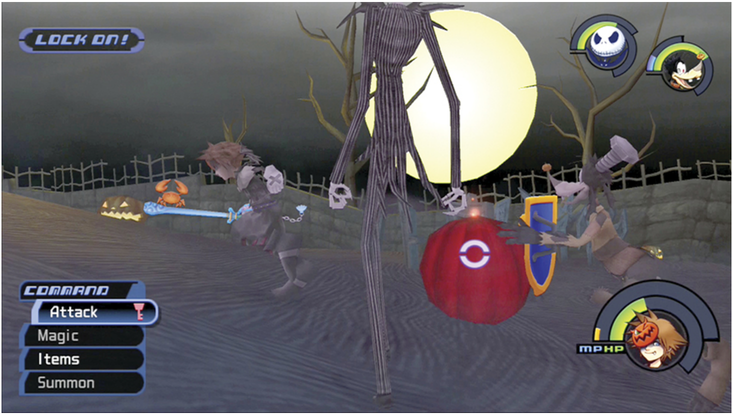

LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

It's a free-for-all on the Hill if you move around too much. Stay close to the entrance and only move out once you've defeated a group of Heartless.

Hidden Item: Dalmatians, Holy-G, and More


COMMAND
Attack
Magic
Items
Summon
MP HP

After you've sealed the world, return to Moonlight Hill and look for a second blue door that previously would not open. Enter it to reach the hidden Cemetery. There are four chests scattered about the area with the following: one green chest with Dalmatians 64, 65, 66; one green chest with a Holy-G; one red chest with a Scissor-G; and one red chest with a Dark Matter.

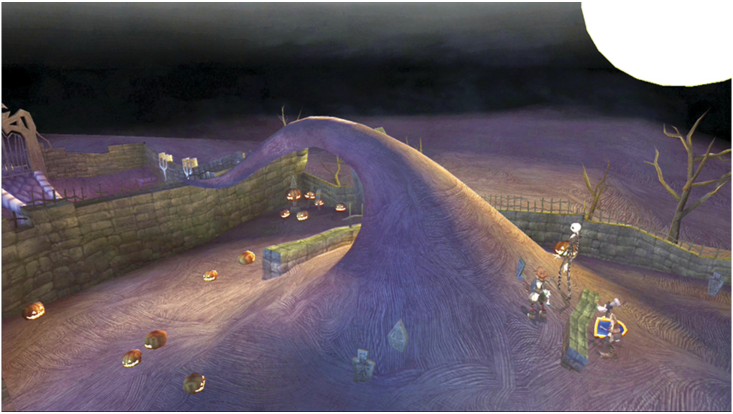

LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

If you want extra ammo against the Heartless, try some pumpkin bombs! You can pick up and throw the pumpkins on Moonlight Hill, or you can strike them and light the pumpkins' fuses. Just stand back from a pumpkin bomb so you don't get hit with the splattering shell.

Tip

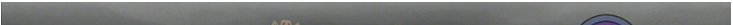
Your Blizzara spell will extinguish a pumpkin bomb.

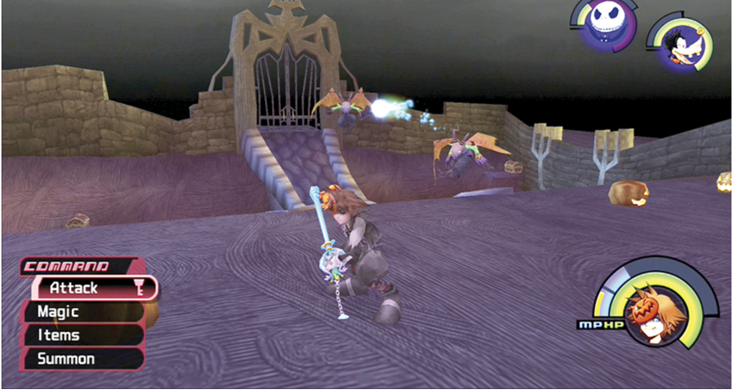
?
△ Examine
Attack
Magic
Items
Summon
MP HP



When you can reach the central hill, examine the small tombstone to extend the tentacle part of the hill. After the hill curls out, walk across it onto the Bridge.

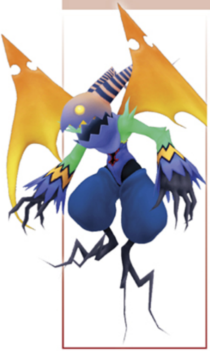
LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP




COMMAND
Attack
Magic
Items
Summon
MP HP

The Bridge teems with more foes. You'll likely meet the new Gargoyle opponents, who fly and sling fireballs at you. Stay on the upper platform where there's plenty of room to dispatch your enemies.

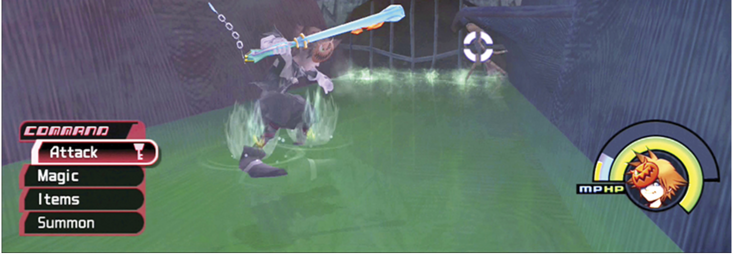
GARGOYLE



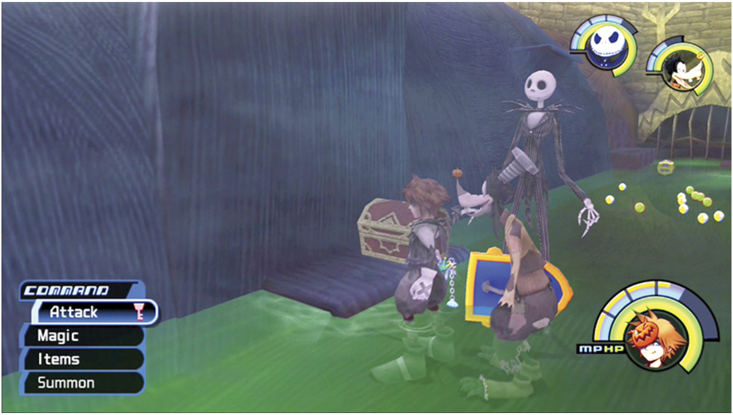
Area: Olympus Coliseum; Halloween Town; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	70 / 135	HP balls	-			Weapon	100
STR	24 / 35	MP balls	Large x4			Fire	100
DEF	20 / 27	Munny balls	-			Blizzard	100
EXP	20 / 120					Thunder	100
MP Recovery	34 / 47	1st Item	Ether	2	%	% Attack	100 / 80
		2nd Item	Mega-Ether	0.5	%	Stop	100 / 60
Attack Type:	Fire	3rd Item	Lucid Gem	4	%	Stun	100
						No Type	100

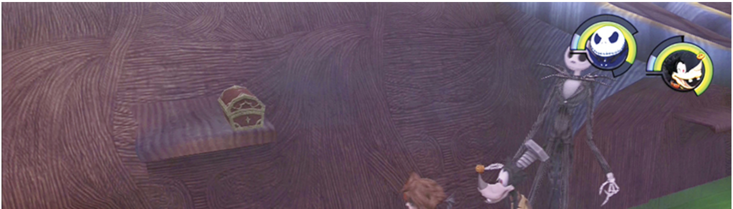
Details -

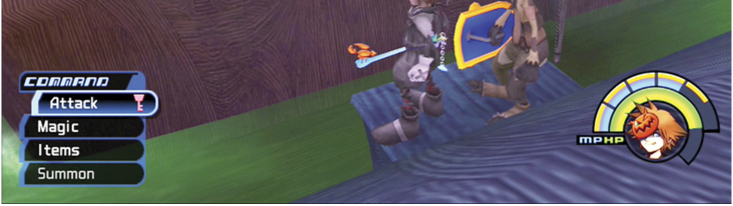

COMMAND
Attack
Magic
Items
Summon
MP HP

If you fall into the green waterway, get out as quickly as you can. Jump up the small platforms to the top, or use the main stairs to leave before the Heartless pile in and swarm you in the confined space.

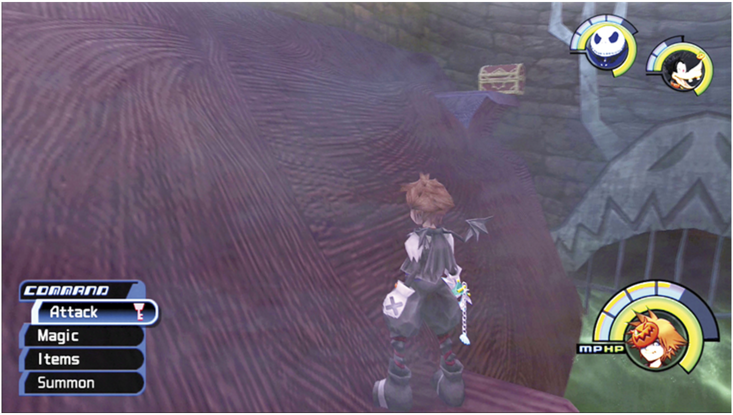

COMMAND
Attack
Magic
Items
Summon
MP HP

Once the battle ends, drop down under the Bridge and open a red chest for a Flare-G.

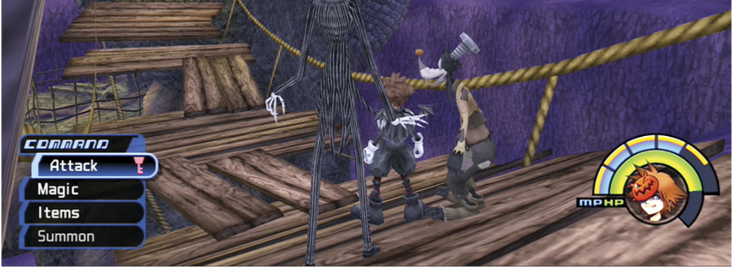



COMMAND
Attack
Magic
Items
Summon
MP HP

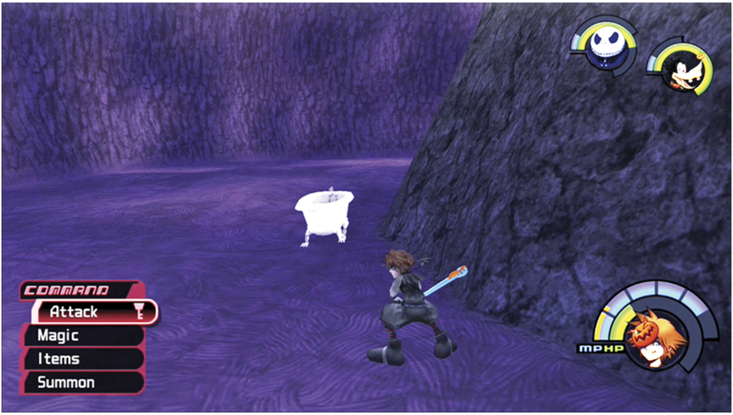
To gain the second chest, stand on the small platform opposite it. Make the long jump across the gap, land on the small platform, and open the chest for a Meteor-G.


COMMAND
Attack
Magic
Items
Summon
MP HP

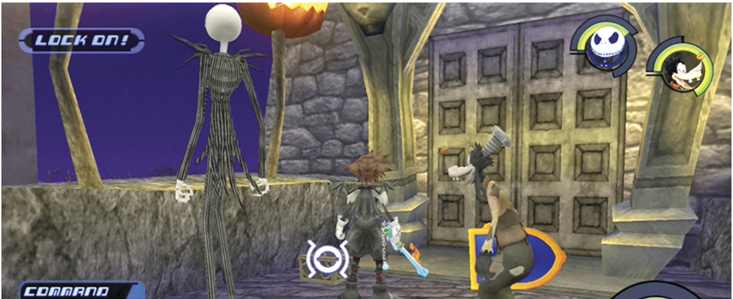
The third chest in the corner is very difficult to reach. Stand on the nearby platform and leap up toward the chest. You can't reach the chest's platform, but you can land on a small protrusion just below the platform. From here hop up on the platform and open the chest for a Defense Up.


COMMAND
Attack
Magic
Items
Summon
MP
HP

You arrive on the wooden bridge to Oogie's Manor. All looks quiet—you know better. As soon as you try to cross, Heartless appear to harass you. Dispatch them, careful not to fall off the edge.

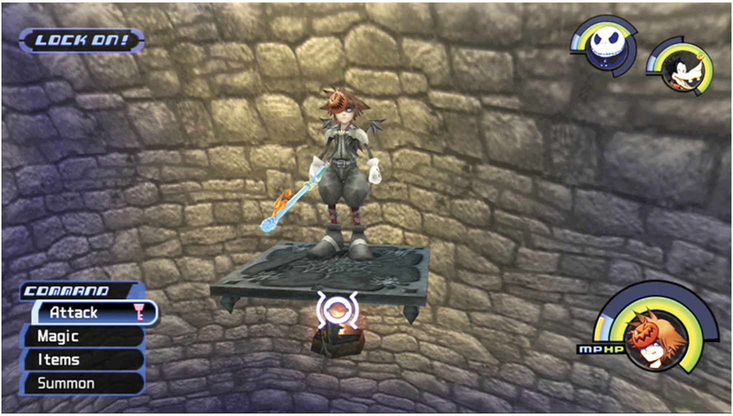

COMMAND
Attack
Magic
Items
Summon
MP
HP

If you fall, look for the white bathtub with legs that Lock, Shock, and Barrel rode into to the Manor. Climb into the white tub and it automatically brings you back up to the wooden bridge in front of Oogie's Manor.

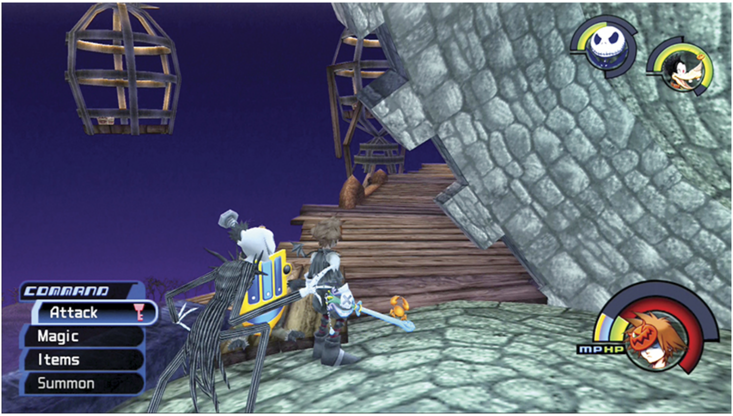

LOCK ON!
COMMAND

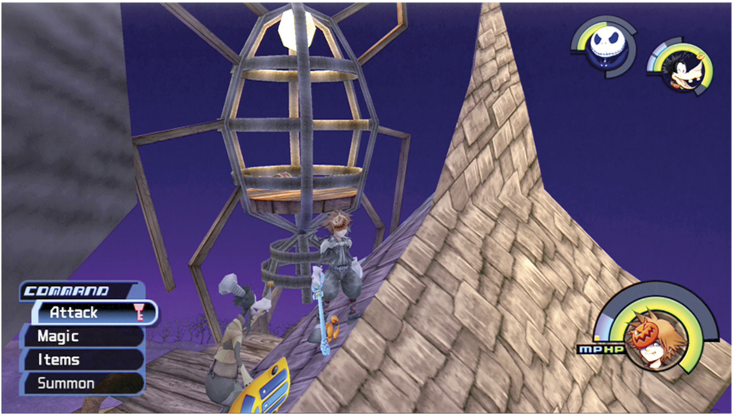
Attack
Magic
Items
Summon
MP HP

Open the green chest in front of the Manor doors for an Ether. You can get a second Ether from another green chest to the right inside the door.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

Knock around the Heartless in the Manor's entrance chamber until all is peaceful. Light the base of the lift platform with Fira and the platform will ascend and descend. Jump on it to rise up to the Manor's next level.

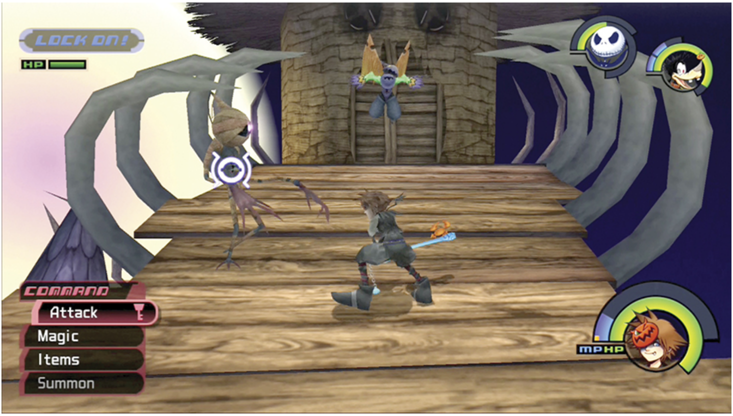

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Fight through the Gargoyles and Wight Knights that materialize on the winding platform. When you reach the stone intersection, veer to the left. Jump up on the shack with teeth on your right. Turn around and look out at the hanging cages. Jump over to the cage on the right and open the chest there for a Mega-Ether.

Note

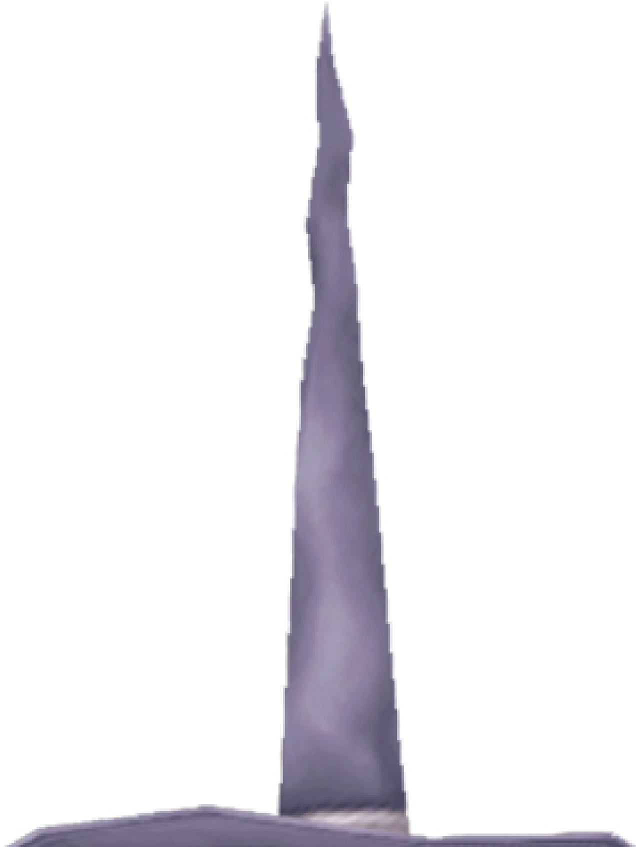
There is another chest in the cage farther out, but you'll have to wait until later to retrieve it.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

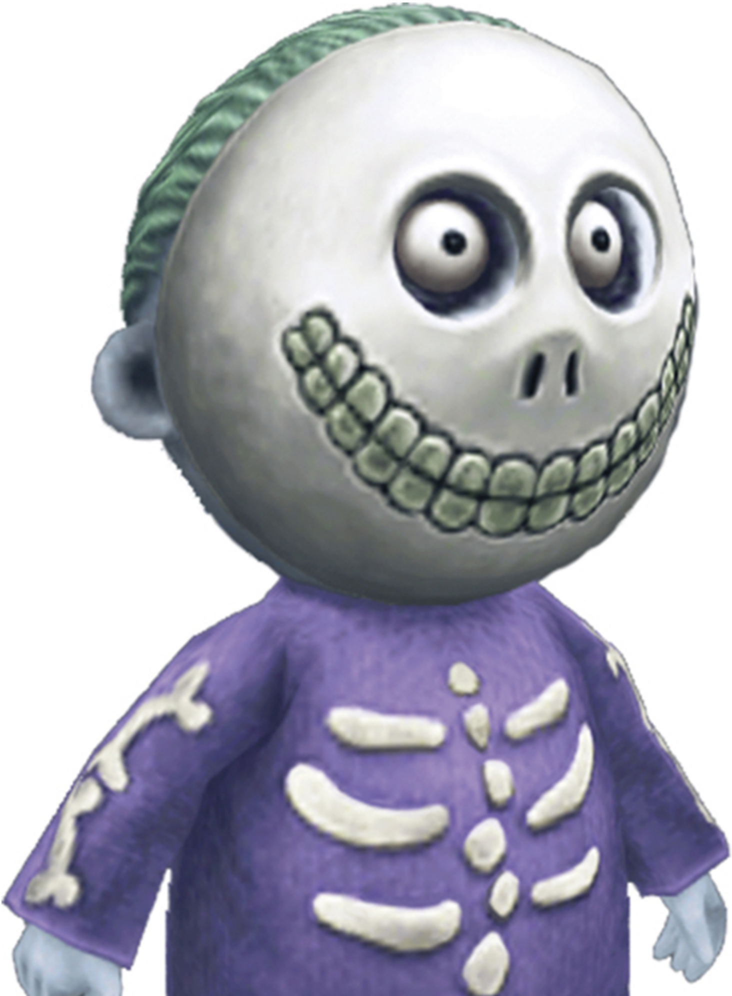
Continue up to the top of the Manor. Smash through the rest of the Heartless, without falling off the platform, and open the top door to enter the Evil Playroom.

Step 4: Lock, Shock, and Barrel

HP	150
Strength	24
Defense	20
EXP	180



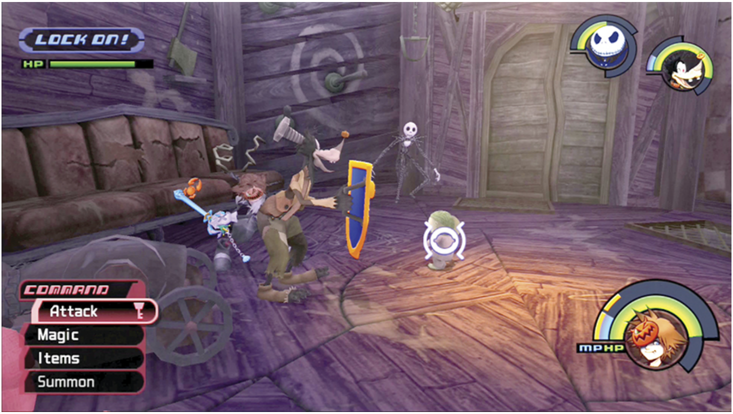
HP	120
Strength	24
Defense	20
EXP	120



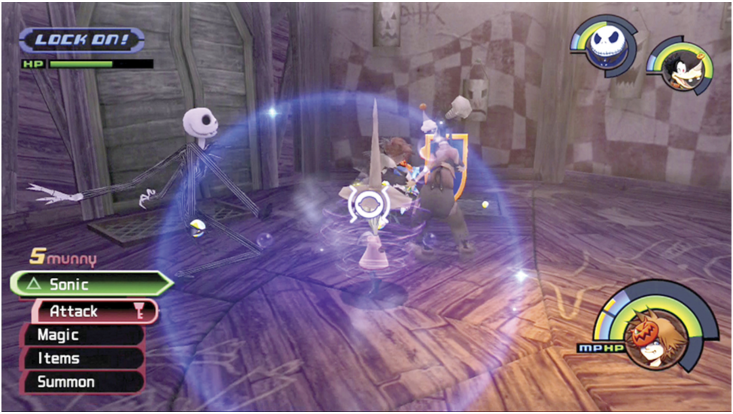
HP	180
Strength	24
Defense	20
EXP	240

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

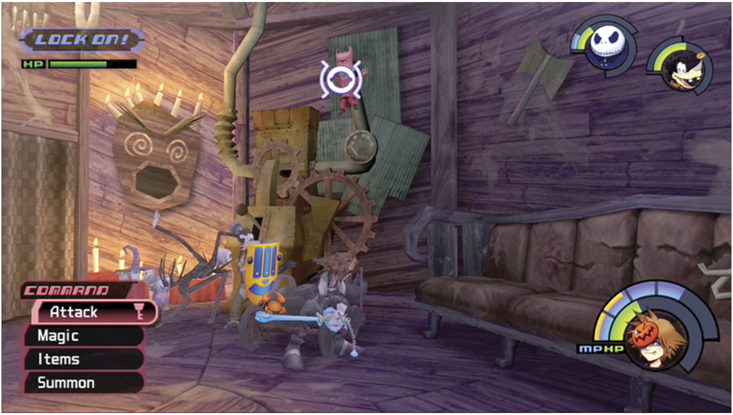
You must defeat all three children to win the fight, although you will only receive full experience for the last one you defeat. The other two children will give you one-tenth experience. If you want the most experience, try to beat Barrel last.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Barrel stays low and damages you with straightforward, ground-based attacks. If he's not paying attention, he's the easiest to hit and might be the first one to go.


LOCK ON!
HP
5 munny
△ Sonic
Attack
Magic
Items
Summon
MP HP

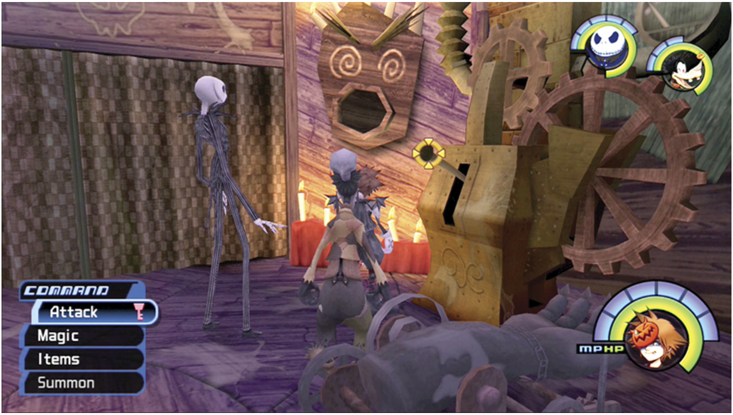
Shock employs a spin attack that damages and repels anyone she runs into. She's difficult to hit with physical attacks, but Magic attacks work fine.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

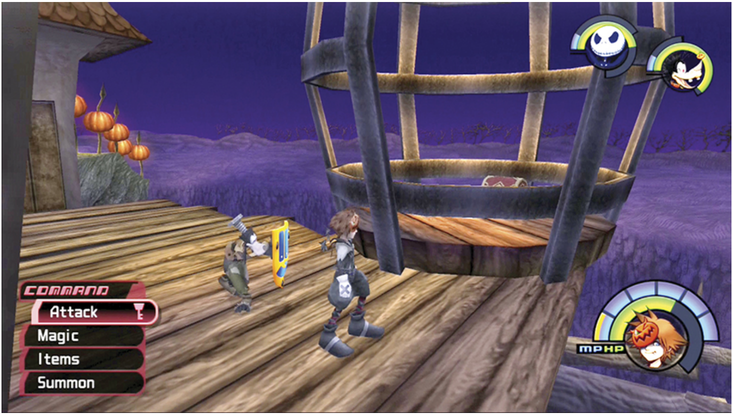
Lock leaps high into the air and attacks from above. He's the most difficult to pin down, so target him with Fira and Blizzara, or Thunder magic if the others have been beaten and you can freely hammer the area with damage.

Once all three children have been put in the corner and give up, they will admit that it was Oogie Boogie's idea to steal the heart. They have already given him the heart, so you must now find the master of the Manor.

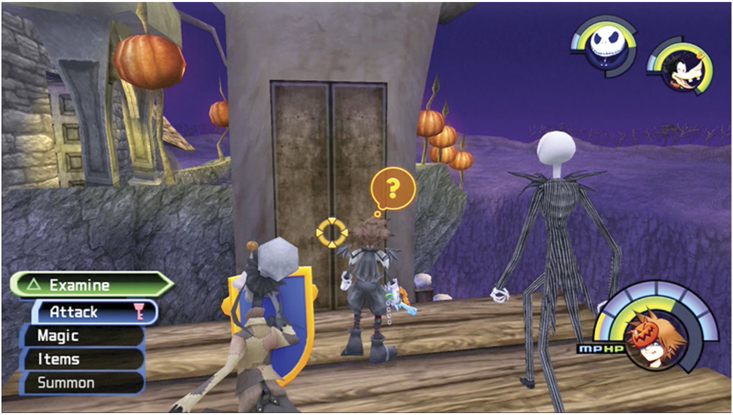
Step 5: Uncover Oogie Boogie's Hiding Place

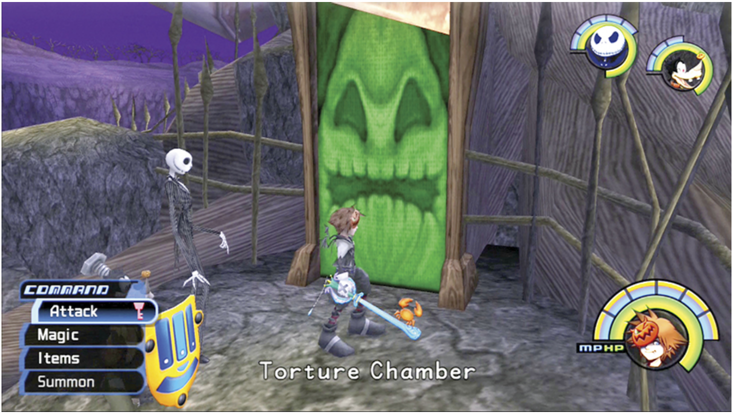

COMMAND
Attack
Magic
Items
Summon
MP HP

Save in the Evil Playroom and talk to the children. Look for a lever next to Lock, Shock, and Barrel and lock onto it. Attack the lever to start the machinery that lowers the second cage by the shack with teeth.


COMMAND
Attack
Magic
Items
Summon
MP HP

Head outside and drop down to the platform next to the shack with teeth. Trace the second cage's rope and jump down to where the second cage now rests. Be careful not to fall all the way down to the bottom. Open the chest in the cage for an Orichalcum.

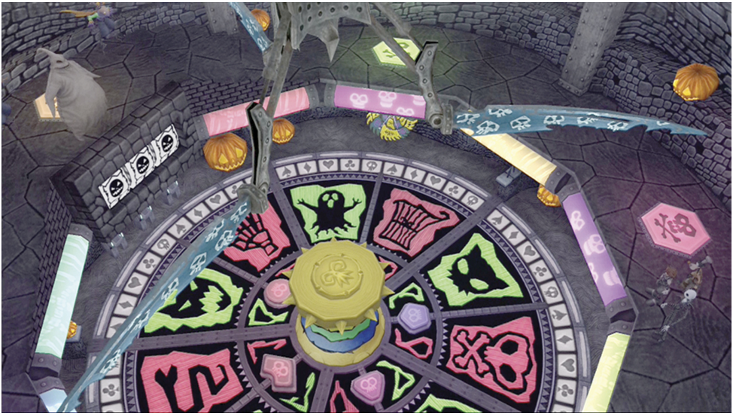

Examine
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
Torture Chamber
MP HP

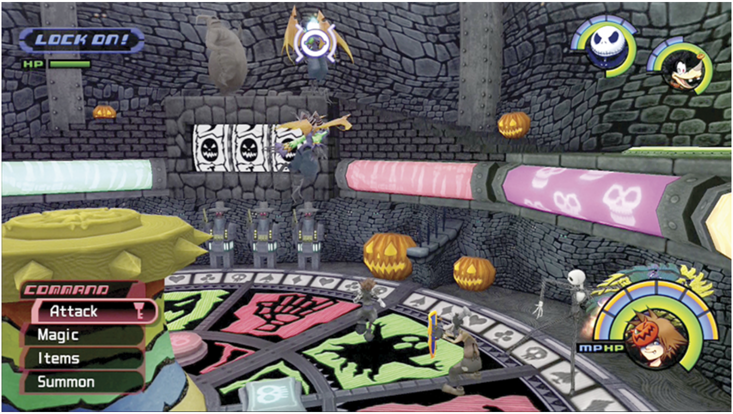
Use the door next the cage to reach an area below the main entrance. Fight the Heartless in this area and then load up your item slots for two difficult boss battles ahead. When you are ready, open the green doors to the Torture Chamber.

Step 6: Oogie Boogie

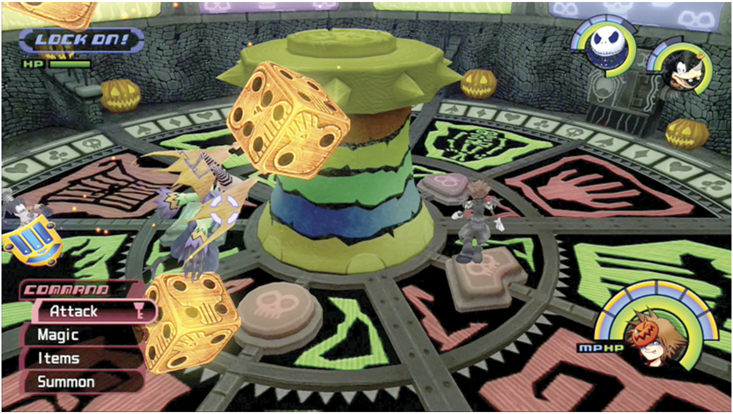
HP	450
Strength	24
Defense	20
EXP	2500



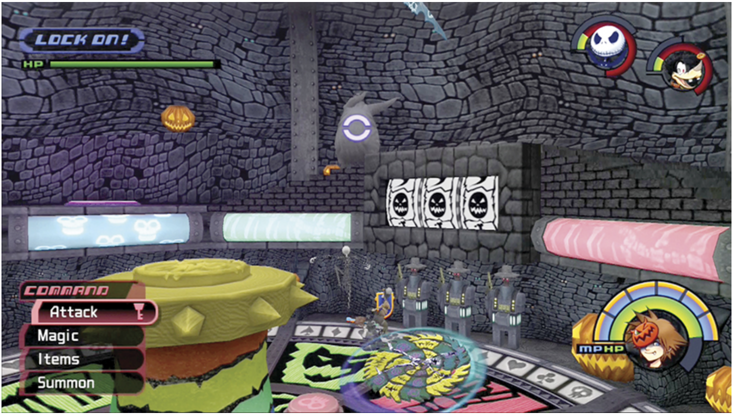
Oogie Boogie isn't a big scary; it's his roulette wheel that you have to worry about. The traps and exploding dice can cause major havoc for the unprepared.

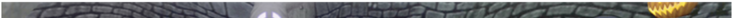

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

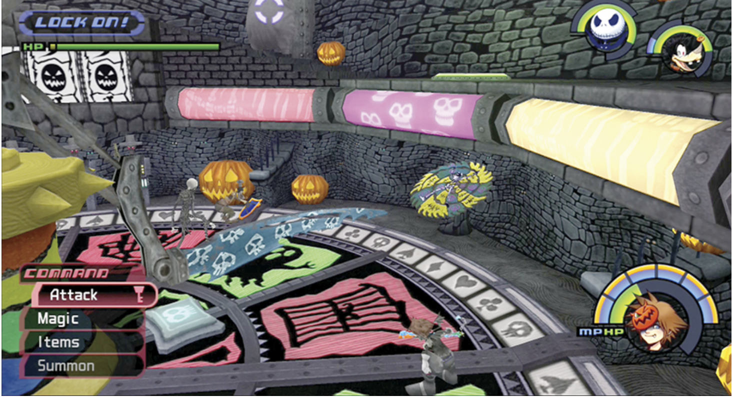
Destroy the pair of Gargoyles that Oogie Boogie sends after you at the start of the battle. They aren't much more than a distraction, but to escape alive, you have to concentrate on what the roulette wheel is doing.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

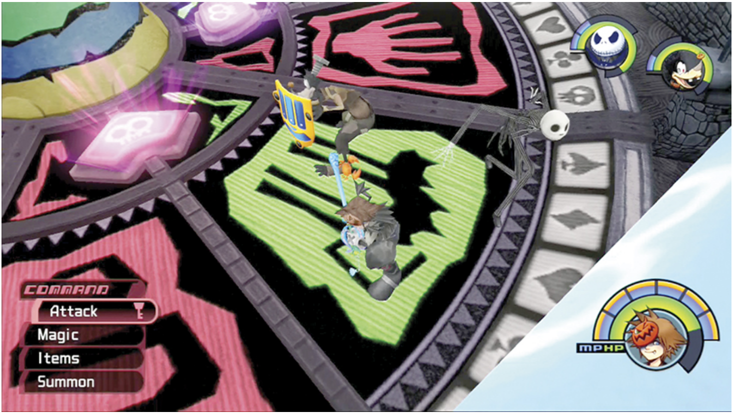
Oogie Boogie will cast dice down on you. These giant dice will either explore (yellow) or trigger a trap (red). Avoid the dice as they fall down, and if they don't explode, prepare for a trap to spring.

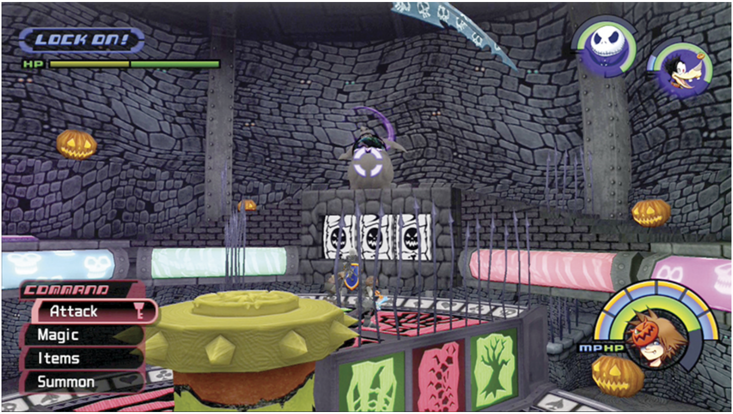

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP



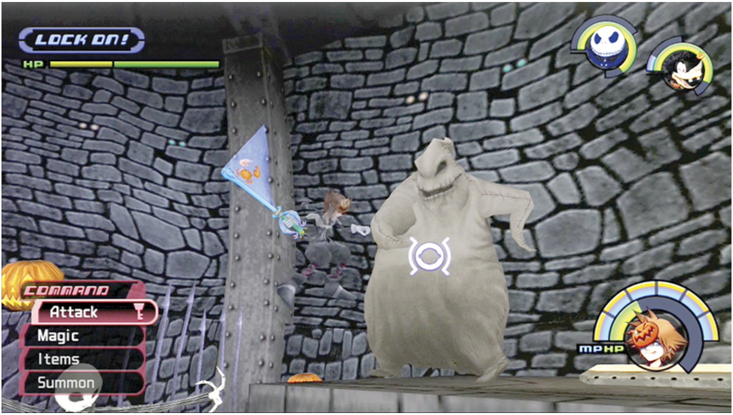

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The roulette wheel has three main traps. A spinning buzz saw zooms around the board, which you must jump over to avoid getting cut. Sometimes the large blades will descend from above. One type of blade trap slices along the board, and it's a simple jump to clear it. The other type of blade trap bobs up and down as it rotates around; find a spot on the board where the blade rises to a high point and stand there so that it misses you on every pass.

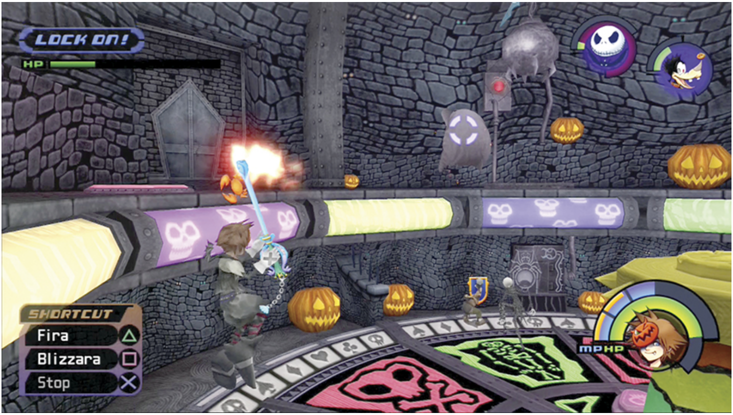

COMMAND
Attack
Magic
Items
Summon
MP HP


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

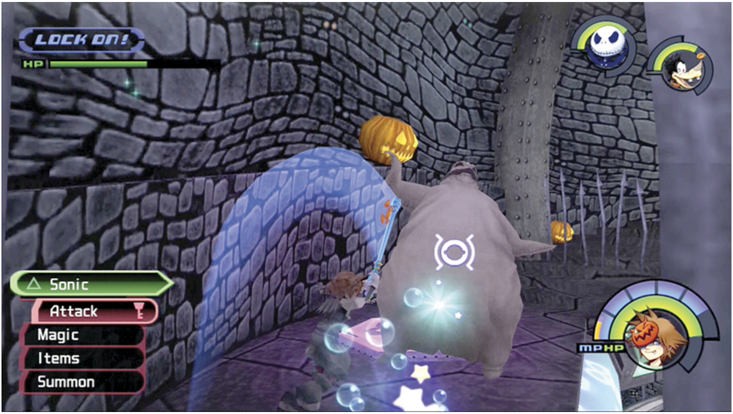
Track Oogie Boogie's movement as he races around the top of the wheel and taunts you. After each trap, the buttons on the inner part of the wheel will light up. Step on the button that is directly in front of Oogie Boogie. Bars will shoot up in that section and the platform will rise up to where Oogie Boogie awaits.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Take advantage of your time on the top of the wheel. If you've pressed the correct button, you will end up in the same section as Oogie Boogie. Land as many physical combos on him as you can. After a few, an explosion will blast you back down to the deadly wheel.


LOCK ON!
HP
SHORTCUT
Fira △
Blizzara ☐
Stop ✕
MP HP

Repeat the process by avoiding traps and pressing the correct lit button to reach Oogie Boogie. If you stand on the far end of the wheel from Oogie Boogie, it's possible to also hit him with ranged magic for a little extra damage, but it's the physical pounding close up that will ultimately destroy him.


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

When you finally beat Oogie Boogie, he dissolves into an empty sack filled with fleeing bugs. You discover that Jack and Dr. Finkelstein's heart didn't work after all. Collect the Holy Circlet and Ansem's Report 7 for your rewards.

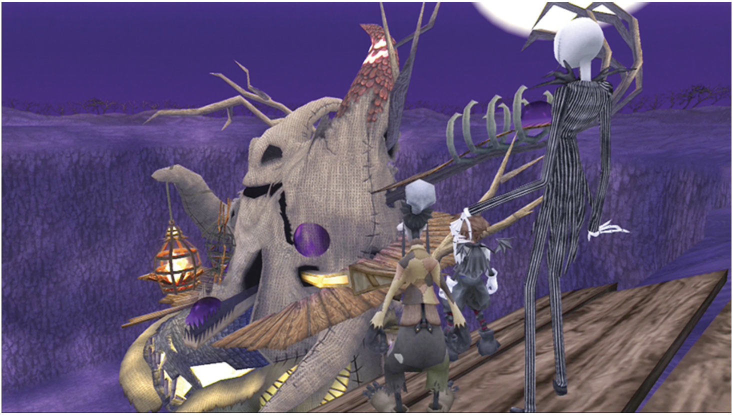
Essential Upgrade: Holy Circlet

AP +3

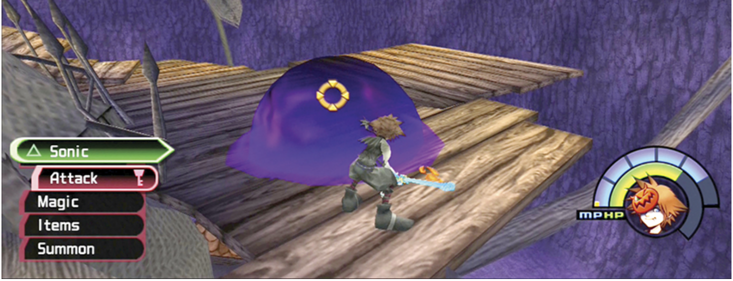
Any of your heroes will gladly take an extra three Ability Points to soup up their powers. On top of that, the Holy Circlet reduces Fire, Ice, and Lightning damage by 20 percent.

Step 7: Oogie's Manor

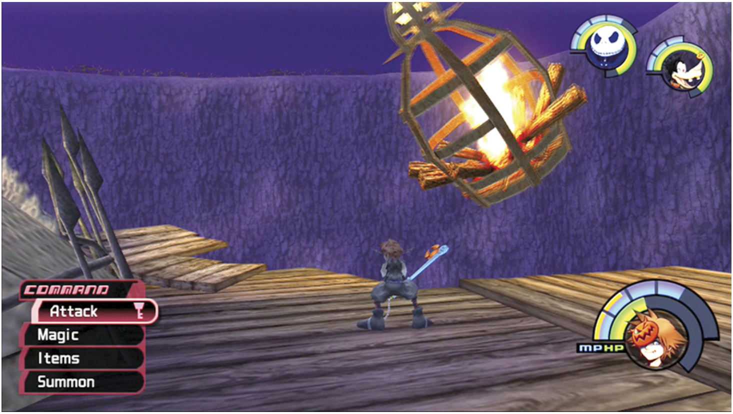
HP	90 (x7)
Strength	24
Defense	20
EXP	2500



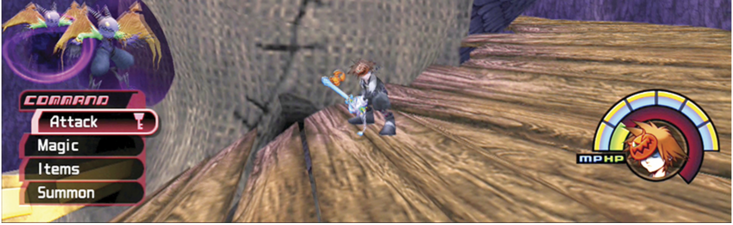
Oogie Boogie might be down, but his Manor is definitely not out for the count. The entire structure uproots itself and comes after you as you try to leave.


△ Sonic
Attack
Magic
Items
Summon
mp HP

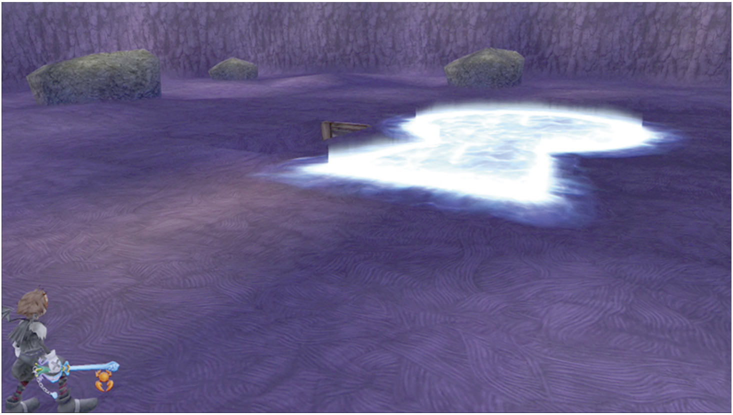
There are seven purple orbs of darkness around the Manor. These are your targets: Destroy all seven to defeat the massive Manor. It's best to climb to the top of the Manor and destroy those orbs first. The Heartless won't spawn around you until you've destroyed a few of the orbs, and the lower ones are much easier to find and destroy.


COMMAND
Attack
Magic
Items
Summon
mp HP

The swinging lanterns will launch fireballs at you. Dodge these fireballs and the swarming Heartless to continue your climb for the orbs of darkness.


COMMAND
Attack
Magic
Items
Summon
MP HP

Use the tree roots on the ground to ascend to the lower section of the Manor. Then jump from platform to obstacles as you climb. Remember that the path is not the same as your first trip up the Manor; everything is uprooted and twisted, so you will have to climb up structures on their side and make some difficult leaps to grab onto higher and higher platforms.



Concentrate on eliminating each of the seven orbs of darkness. When you shatter the last one, the Manor crumbles. You receive the Gravity spell (or the Gravira upgrade, if you already won the Phil Cup Coliseum tournament), and finally seal the keyhole to keep Halloween Town safe.

Essential Upgrade: Gravity Spell

Percentage Damage Spell

This is another area-effect spell that crushes enemies in a ball of darkness. This spell, however, reduces opponents by a percentage of their HPs; the larger the foe's health, the more damage it does. Unfortunately, it's not very effective against bosses.

Step 8: Return to the Ruined Manor

Next time, we'll do it together.

With the collapse of the Manor and the keyhole sealed, the Heartless threat against Halloween Town ends. Jack realizes the error of his ways, and Sally promises to help him organize an even better Halloween party next time. Jack hands you the Pumpkinhead key chain, and after you say goodbye, return to the Guillotine Gate save point to save your progress.

Essential Upgrade: Pumpkinhead

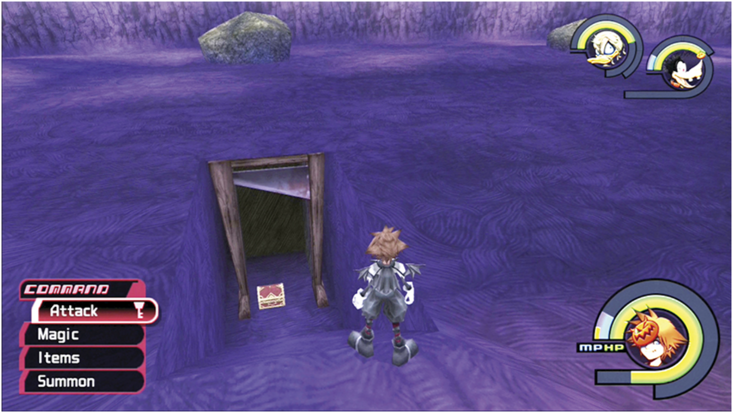
ATK 7

STR +4

For those who like to dole out physical damage, Pumpkinhead provides an immediate upgrade. Its long reach aids in combat, as well as its ability to deal a chain of critical hits.

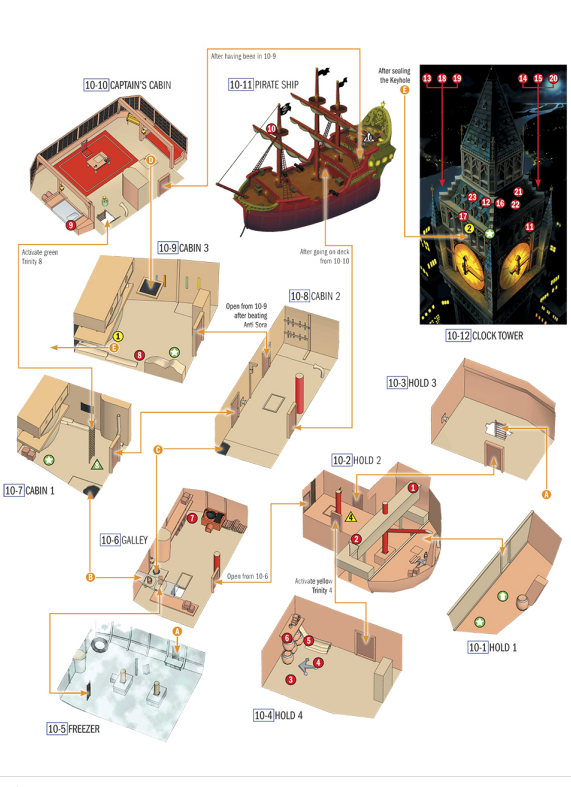
COMMAND
Attack
Magic
Items
Summon
MP HP

Don't say farewell to Halloween Town just yet, though. Travel back to the Bridge and cross into what was once Oogie's Manor. It's now a vast ruined area. Jump down into the crater and look for the red Trinity Mark on the stone arch by the water. Activate the Mark for a Mythril Shard.


COMMAND
Attack
Magic
Items
Summon
MP HP

You'll also find a shaft in the ground a short distance away. Check the shaft for a red treasure chest. Inside you'll find Dalmatians 40, 41, 42 and possibly any items you may have missed in Oogie's Manor before its destruction.

Neverland



Opponents

Name	Shadow	Yellow Opera	Barrel Spider	Pirate	Air Pirate	Battleship	Darkball	Rare Truffle	Shadow Sora	Antisora	Captain Hook
HP	42	24	24	105	120	300	60	-	120	750	900

Items

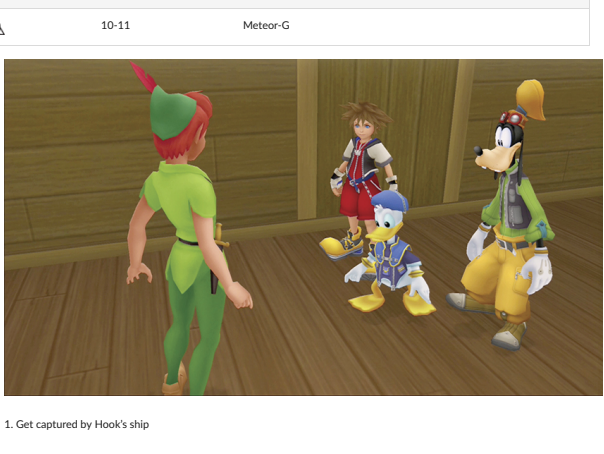
No.	Item	Location	Condition
1	Paper-G	10-2	After battle with Hook and you can fly
2	Dalmatians 82, 83, 84	10-2	After battle with Hook and you can fly
3	Dispel-G	10-4	Learn Yellow Trinity to open door
4	Orichalcum	10-4	Learn Yellow Trinity to open door
5	Dalmatians 85, 86, 87	10-4	Learn Yellow Trinity to open door
6	Power of wind	10-4	Learn Yellow Trinity to open door
7	Meteor-G	10-6	-
8	Protera Chain	10-9	-
9	Dalmatians 88, 89, 90	10-10	-
10	Orichalcum	10-11	-
11	Flare-G	10-12	-
12	Orichalcum	10-12	From 1:00 to 1:59
13	Power Up	10-12	From 2:00 to 2:59
14	Mythril Shard	10-12	From 3:00 to 3:59
15	Power Up	10-12	From 4:00 to 4:59
16	AP Up	10-12	From 5:00 to 5:59
17	Mythril	10-12	From 6:00 to 6:59
18	AP Up	10-12	From 7:00 to 7:59
19	Defense Up	10-12	From 8:00 to 8:59
20	Orichalcum	10-12	From 9:00 to 9:59
21	Defense Up	10-12	From 10:00 to 10:59
22	Mythril Shard	10-12	From 11:00 to 11:59
23	Megalixir	10-12	From 12:00 to 12:59

Characters

No.	Character	Location	Purpose
1	Tinker Bell	10-9	Passage E (with Peter Pan in your party), after defeating Hook
2	Wendy	10-12	-

Trinities

Trinity	Location	Purpose
▲	10-2	Opens door to 10-4
▲	10-7	Opens passage to 10-10
▲	10-11	Meteor-G



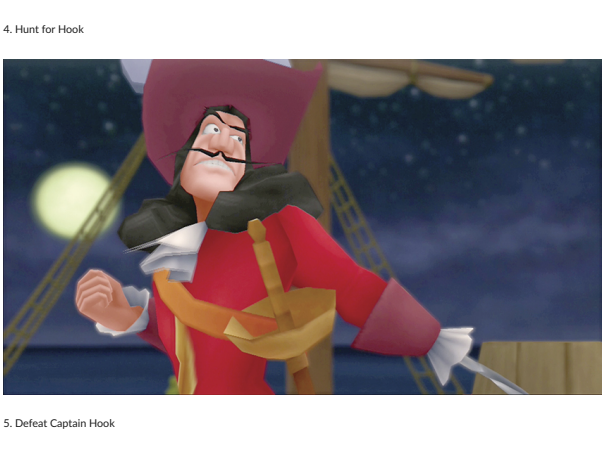
1. Get captured by Hook's ship

2. Battle Antisora

Well, this is as far as I can go.
I've gotta help Wendy.

3. Meet up with Wendy

4. Hunt for Hook

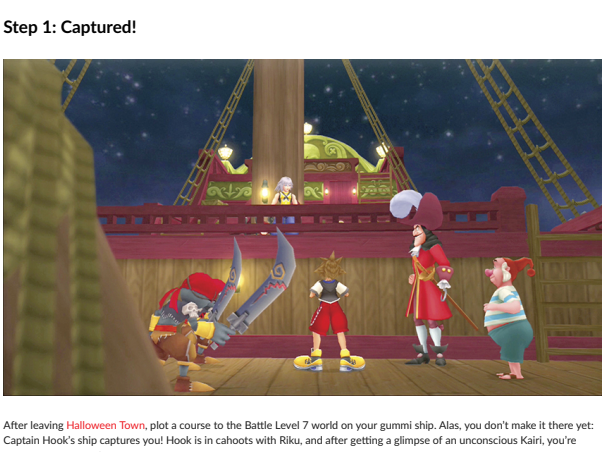


5. Defeat Captain Hook

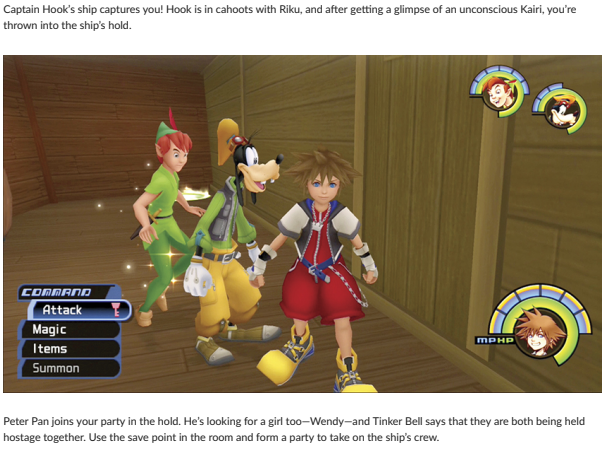
6. Fix the Clock Tower

7. Look for more in Neverland

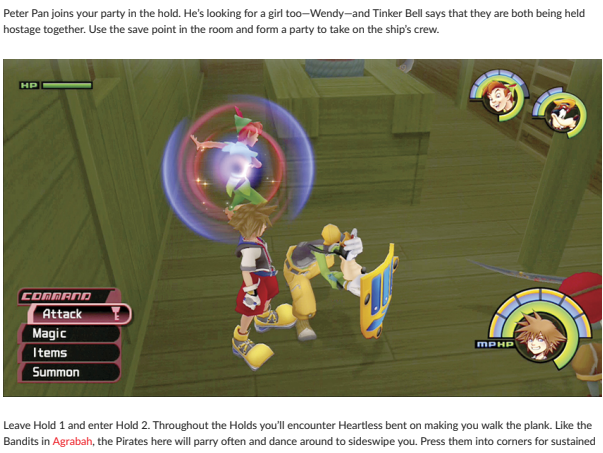
Step 1: Captured!



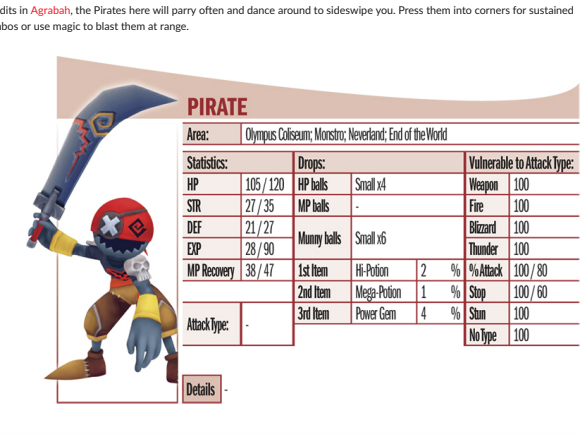
After leaving Halloween Town, plot a course to the Battle Level 7 world on your gummi ship. Alas, you don't make it there yet: Captain Hook's ship captures you! Hook is in cahoots with Riku, and after getting a glimpse of an unconscious Kairi, you're thrown into the ship's hold.



Peter Pan joins your party in the hold. He's looking for a girl too—Wendy—and Tinker Bell says that they are both being held hostage together. Use the save point in the room and form a party to take on the ship's crew.



Leave Hold 1 and enter Hold 2. Throughout the Holds you'll encounter Heartless bent on making you walk the plank. Like the Bandits in Agrabah, the Pirates here will parry often and dance around to sideswipe you. Press them into corners for sustained combos or use magic to blast them at range.



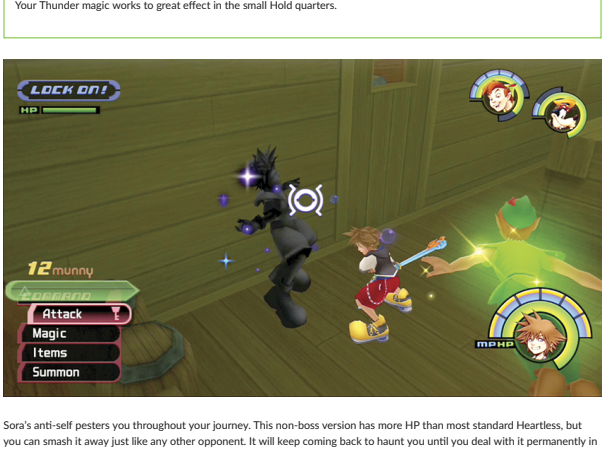
PIRATE

Area:	Olympus Coliseum; Monstro; Neverland; End of the World						
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	105 / 120	HP balls	Small x4			Weapon	100
STR	27 / 35	MP balls	-			Fire	100
DEF	21 / 27	Munny balls	Small x6			Blizzard	100
EXP	28 / 90					Thunder	100
MP Recovery	38 / 47	1st Item	Hi-Potion	2	%	%Attack	100 / 80
		2nd Item	Mega-Potion	1	%	Stop	100 / 60
Attack Type:	-	3rd Item	Power Gem	4	%	Stun	100
						No Type	100

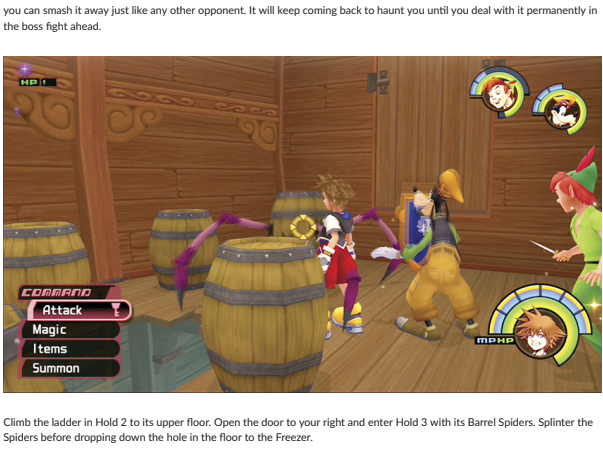
Details -

Tip

Your Thunder magic works to great effect in the small Hold quarters.

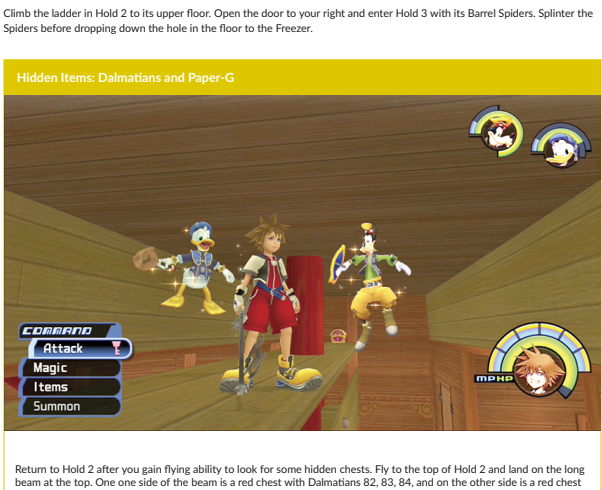


Sora's anti-self pesters you throughout your journey. This non-boss version has more HP than most standard Heartless, but you can smash it away just like any other opponent. It will keep coming back to haunt you until you deal with it permanently in the boss fight ahead.

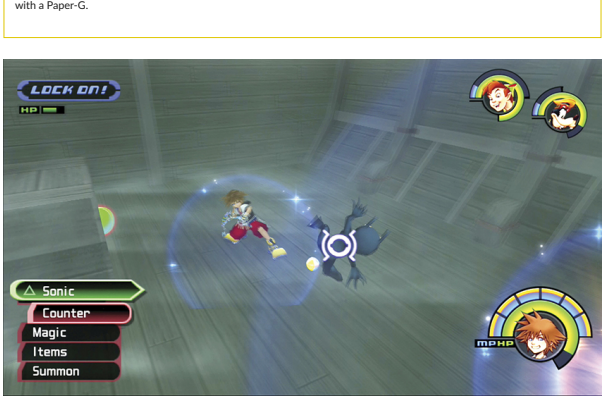


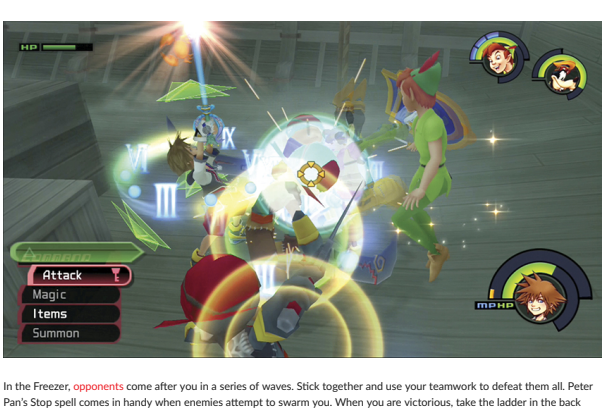
Climb the ladder in Hold 2 to its upper floor. Open the door to your right and enter Hold 3 with its Barrel Spiders. Splinter the Spiders before dropping down the hole in the floor to the Freezer.

Hidden Items: Dalmatians and Paper-G

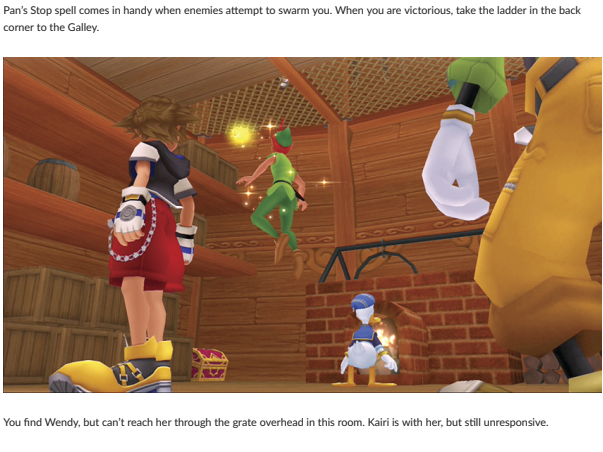


Return to Hold 2 after you gain flying ability to look for some hidden chests. Fly to the top of Hold 2 and land on the long beam at the top. One one side of the beam is a red chest with Dalmatians 82, 83, 84, and on the other side is a red chest with a Paper-G.

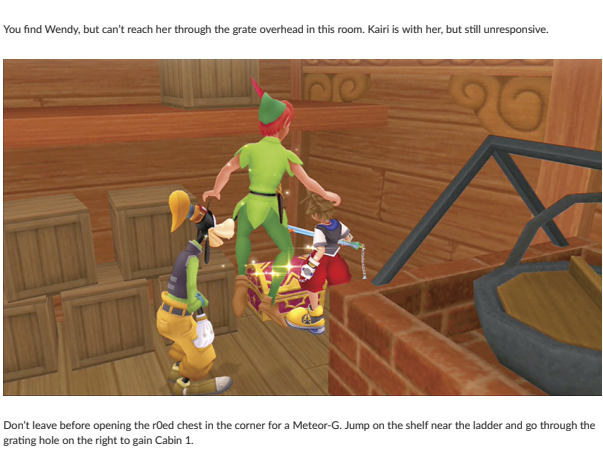




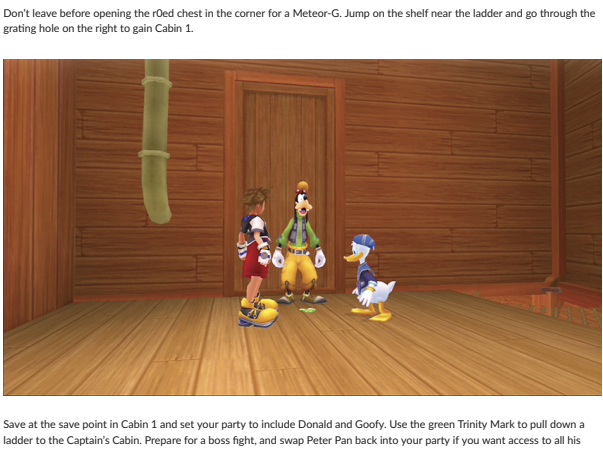
In the Freezer, opponents come after you in a series of waves. Stick together and use your teamwork to defeat them all. Peter Pan's Stop spell comes in handy when enemies attempt to swarm you. When you are victorious, take the ladder in the back corner to the Galley.



You find Wendy, but can't reach her through the grate overhead in this room. Kairi is with her, but still unresponsive.



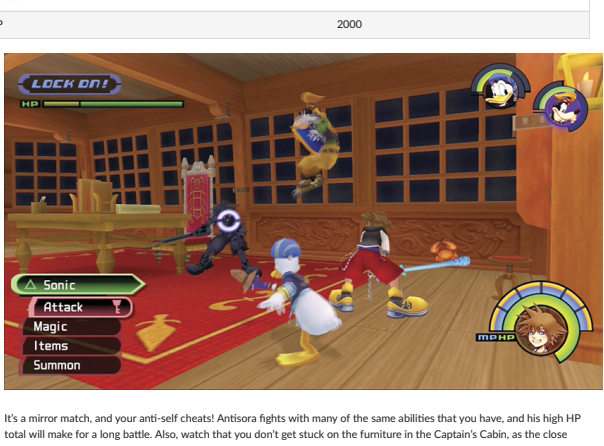
Don't leave before opening the r0ed chest in the corner for a Meteor-G. Jump on the shelf near the ladder and go through the grating hole on the right to gain Cabin 1.



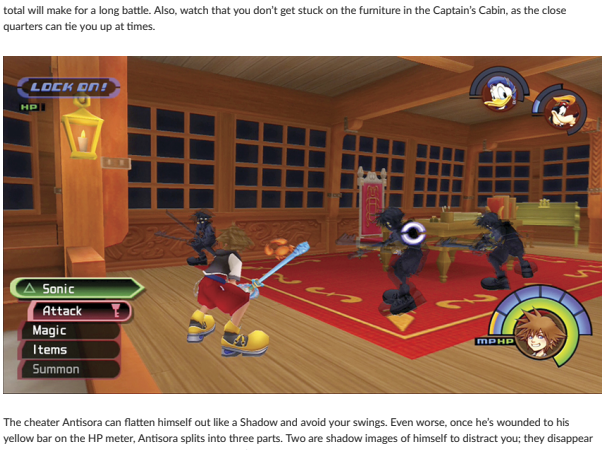
Save at the save point in Cabin 1 and set your party to include Donald and Goofy. Use the green Trinity Mark to pull down a ladder to the Captain's Cabin. Prepare for a boss fight, and swap Peter Pan back into your party if you want access to all his abilities.

Step 2: Antisora

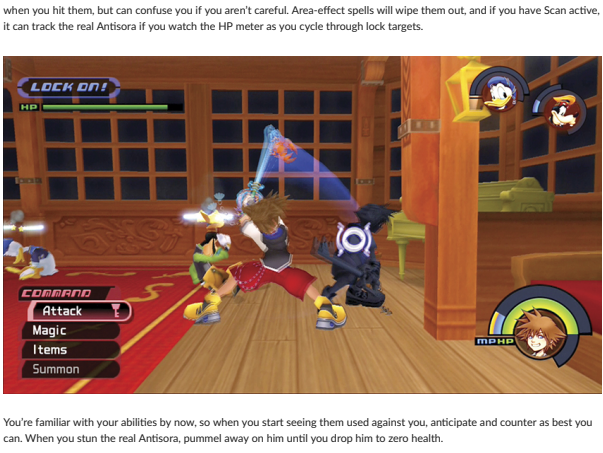
HP	750
Strength	27
Defense	21
EXP	2000



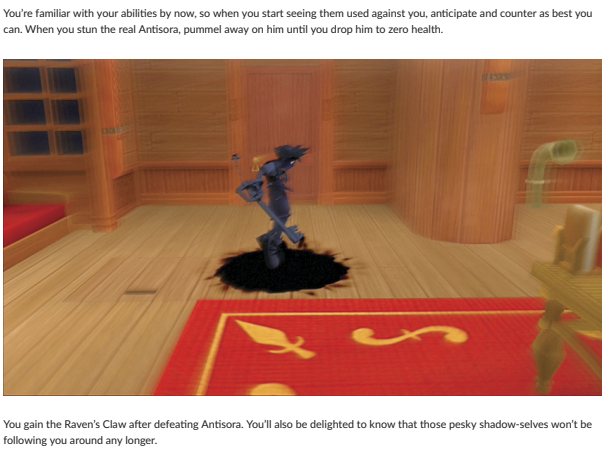
It's a mirror match, and your anti-self cheats! Antisora fights with many of the same abilities that you have, and his high HP total will make for a long battle. Also, watch that you don't get stuck on the furniture in the Captain's Cabin, as the close quarters can tie you up at times.



The cheater Antisora can flatten himself out like a Shadow and avoid your swings. Even worse, once he's wounded to his yellow bar on the HP meter, Antisora splits into three parts. Two are shadow images of himself to distract you; they disappear when you hit them, but can confuse you if you aren't careful. Area-effect spells will wipe them out, and if you have Scan active, it can track the real Antisora if you watch the HP meter as you cycle through lock targets.



You're familiar with your abilities by now, so when you start seeing them used against you, anticipate and counter as best you can. When you stun the real Antisora, pummel away on him until you drop him to zero health.



You gain the Raven's Claw after defeating Antisora. You'll also be delighted to know that those pesky shadow-selves won't be following you around any longer.

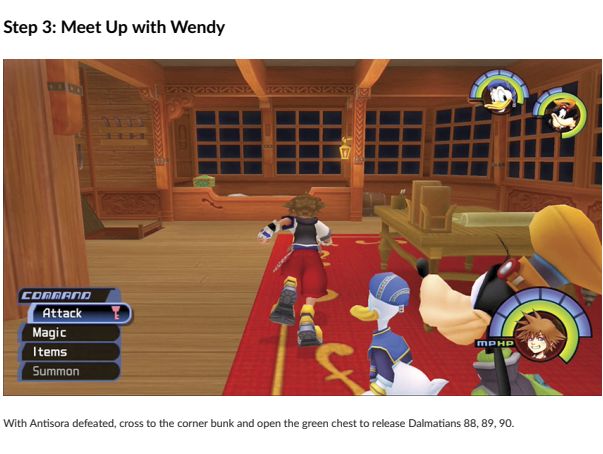
Essential Upgrade: Raven's Claw

STR +2

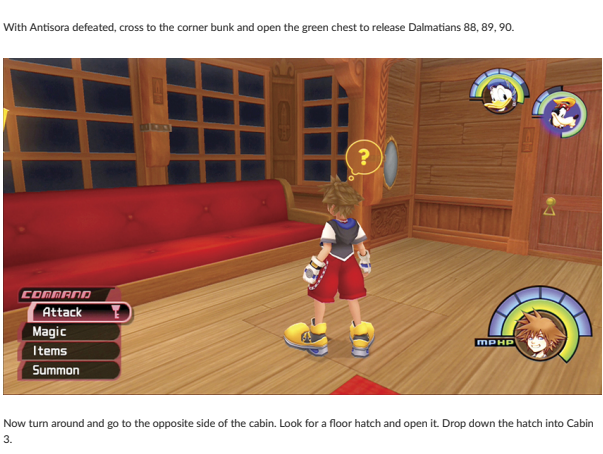
DEF +2

A decent equipment upgrade that will probably go best on Goofy, though Donald may also want it for improved Defense. Besides the pluses to Strength and Defense, Raven's Claw reduces dark damage by 20 percent.

Step 3: Meet Up with Wendy



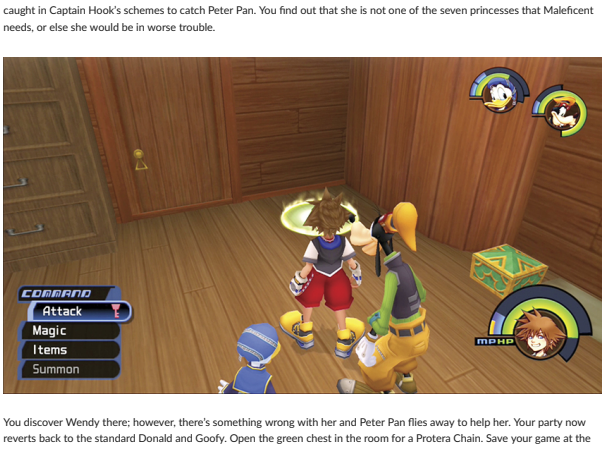
With Antisora defeated, cross to the corner bunk and open the green chest to release Dalmatians 88, 89, 90.



Now turn around and go to the opposite side of the cabin. Look for a floor hatch and open it. Drop down the hatch into Cabin 3.

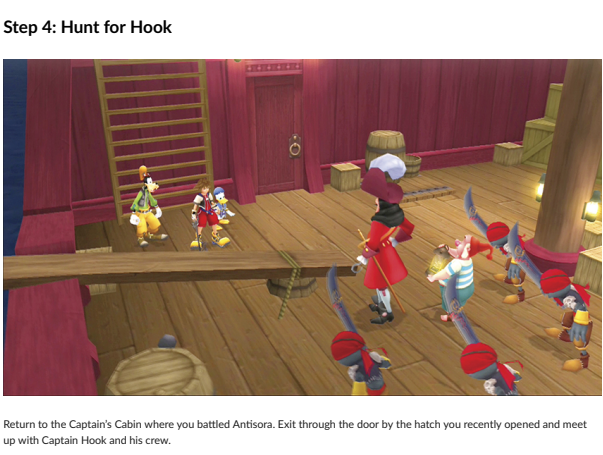
Wendy

Wendy always wanted to visit amazing places, and Peter Pan originally brought her to Neverland to amaze her. Now she's caught in Captain Hook's schemes to catch Peter Pan. You find out that she is not one of the seven princesses that Maleficent needs, or else she would be in worse trouble.

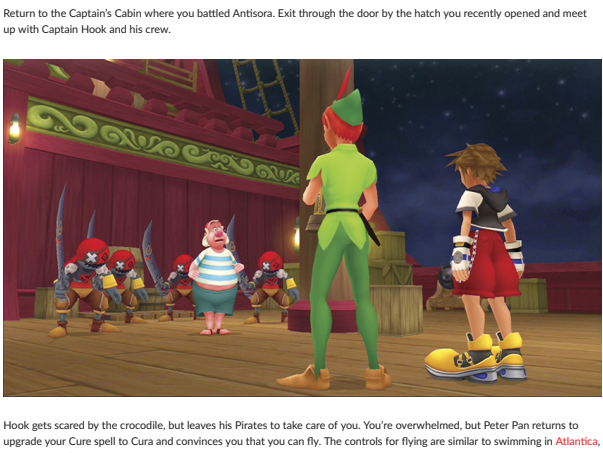


You discover Wendy there; however, there's something wrong with her and Peter Pan flies away to help her. Your party now reverts back to the standard Donald and Goofy. Open the green chest in the room for a Protera Chain. Save your game at the save point in the room and restock on your items after the Antisora boss fight.

Step 4: Hunt for Hook

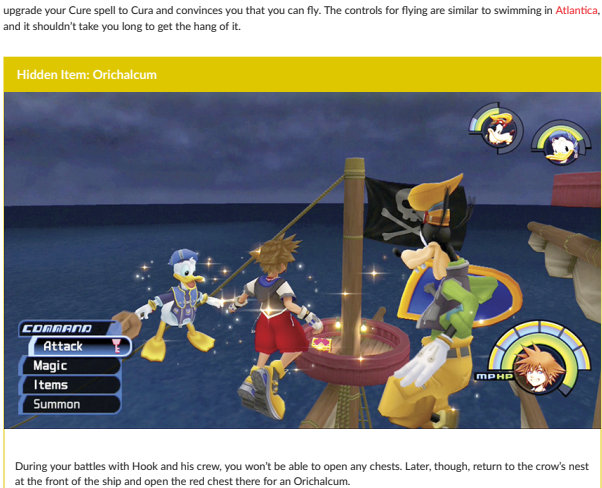


Return to the Captain's Cabin where you battled Antisora. Exit through the door by the hatch you recently opened and meet up with Captain Hook and his crew.

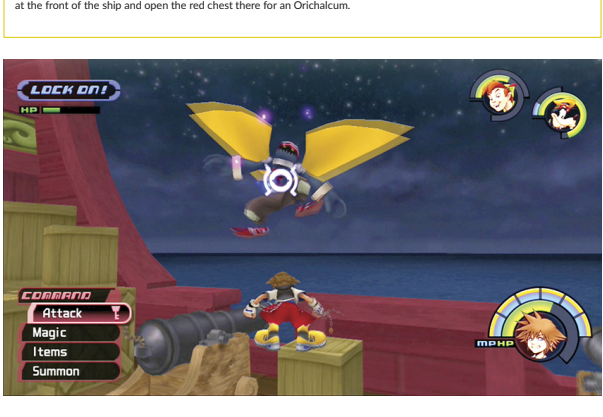


Hook gets scared by the crocodile, but leaves his Pirates to take care of you. You're overwhelmed, but Peter Pan returns to upgrade your Cure spell to Cura and convinces you that you can fly. The controls for flying are similar to swimming in Atlantica, and it shouldn't take you long to get the hang of it.

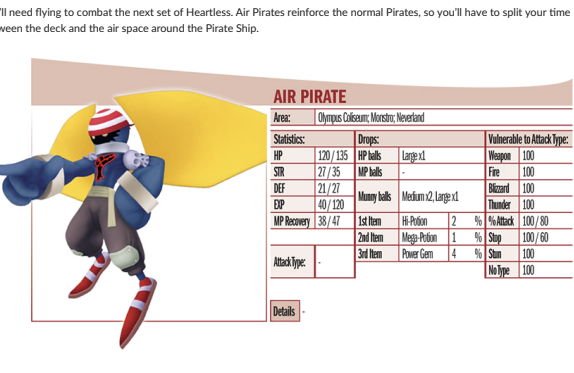
Hidden Item: Orichalcum



During your battles with Hook and his crew, you won't be able to open any chests. Later, though, return to the crow's nest at the front of the ship and open the red chest there for an Orichalcum.



You'll need flying to combat the next set of Heartless. Air Pirates reinforce the normal Pirates, so you'll have to split your time between the deck and the air space around the Pirate Ship.



AIR PIRATE

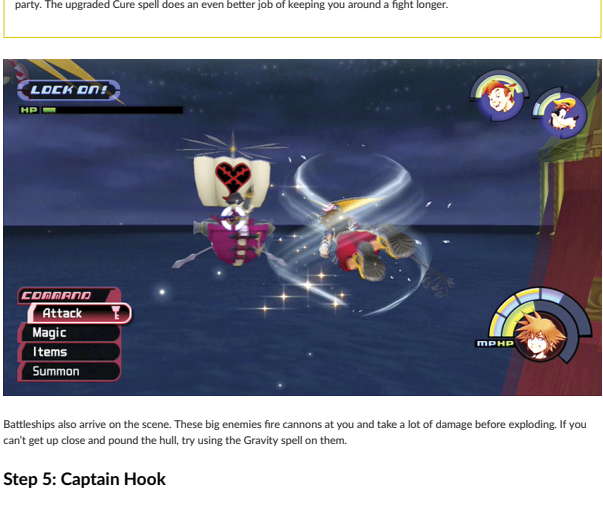
Area:	Olympus Coliseum; Monstro; Neverland						
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	120 / 135	HP balls	Large x1			Weapon	100
STR	27 / 35	MP balls	-			Fire	100
DEF	21 / 27	Munny balls	Medium x2, Large x1			Blizzard	100
EXP	40 / 120					Thunder	100
MP Recovery	38 / 47	1st Item	Hi-Potion	2	%	%Attack	100 / 80
		2nd Item	Mega-Potion	1	%	Stop	100 / 60
Attack Type:	-	3rd Item	Power Gem	4	%	Stun	100
						No Type	100

Details -

Essential Upgrade: Cura Spell

Upgraded Cure Spell

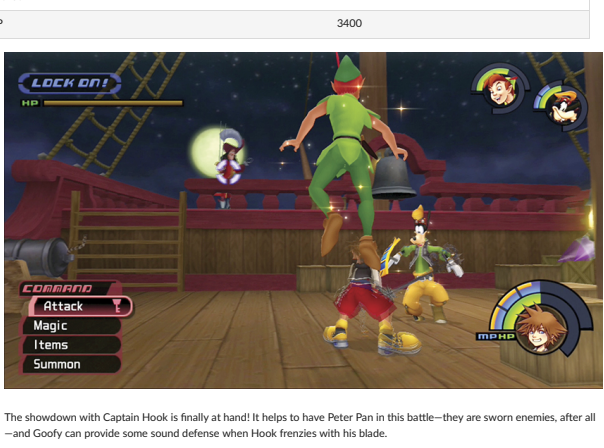
Donald does a fine job of healing you during combat. However, Donald does run out of mana, and he's not always in your party. The upgraded Cure spell does an even better job of keeping you around a fight longer.



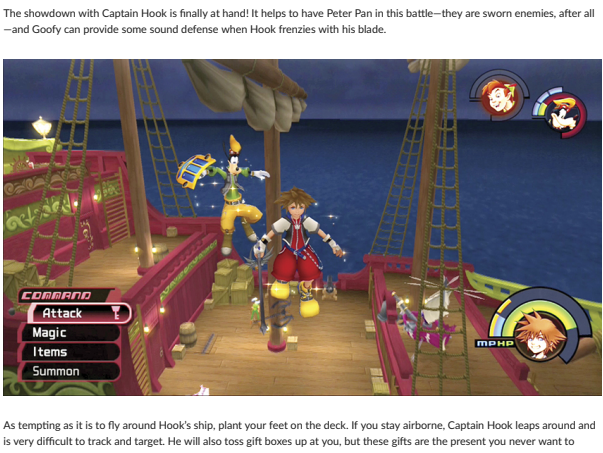
Battleships also arrive on the scene. These big enemies fire cannons at you and take a lot of damage before exploding. If you can't get up close and pound the hull, try using the Gravity spell on them.

Step 5: Captain Hook

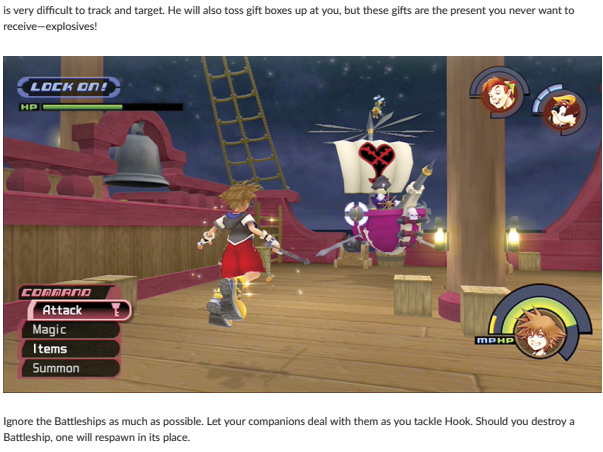
HP	900
Strength	27
Defense	21
EXP	3400



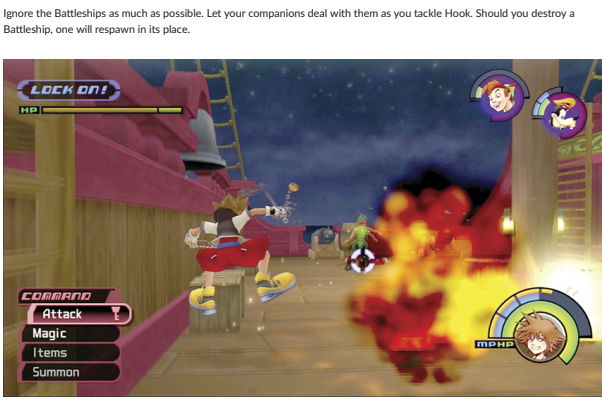
The showdown with Captain Hook is finally at hand! It helps to have Peter Pan in this battle—they are sworn enemies, after all—and Goofy can provide some sound defense when Hook frenzies with his blade.



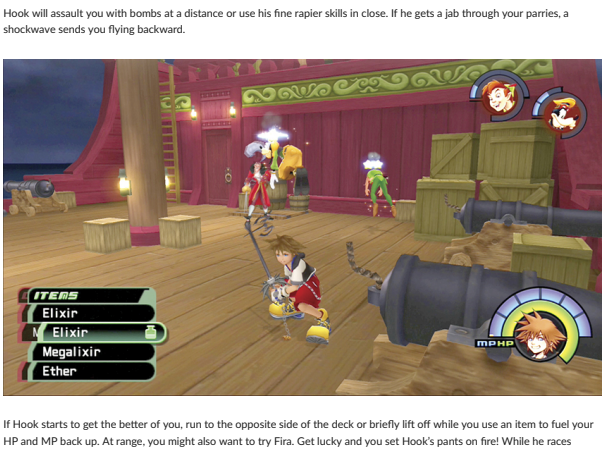
As tempting as it is to fly around Hook's ship, plant your feet on the deck. If you stay airborne, Captain Hook leaps around and is very difficult to track and target. He will also toss gift boxes up at you, but these gifts are the present you never want to receive—explosives!



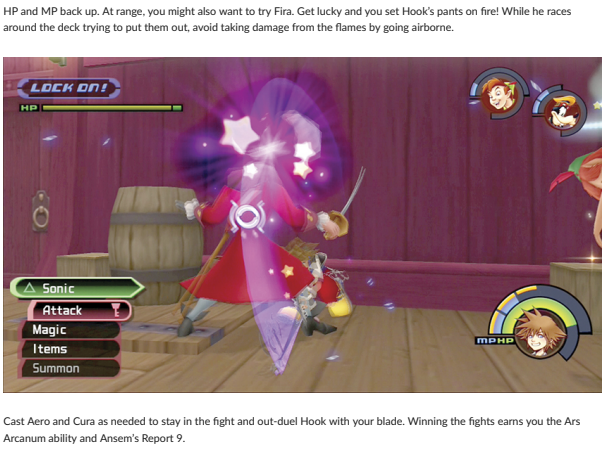
Ignore the Battleships as much as possible. Let your companions deal with them as you tackle Hook. Should you destroy a Battleship, one will respawn in its place.



Hook will assault you with bombs at a distance or use his fine rapier skills in close. If he gets a jab through your parries, a shockwave sends you flying backward.

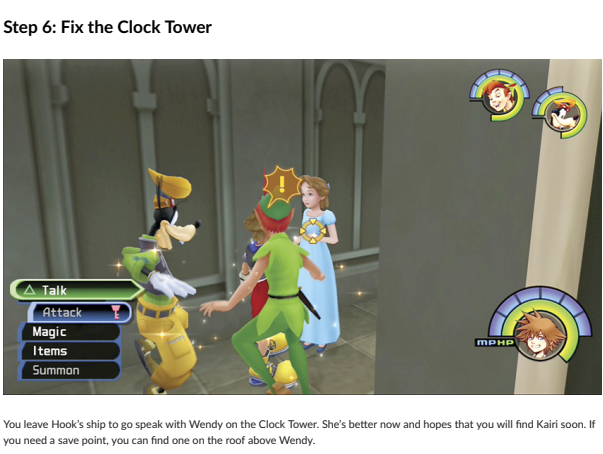


If Hook starts to get the better of you, run to the opposite side of the deck or briefly lift off while you use an item to fuel your HP and MP back up. At range, you might also want to try Fira. Get lucky, and you set Hook's pants on fire! While he races around the deck trying to put them out, avoid taking damage from the flames by going airborne.

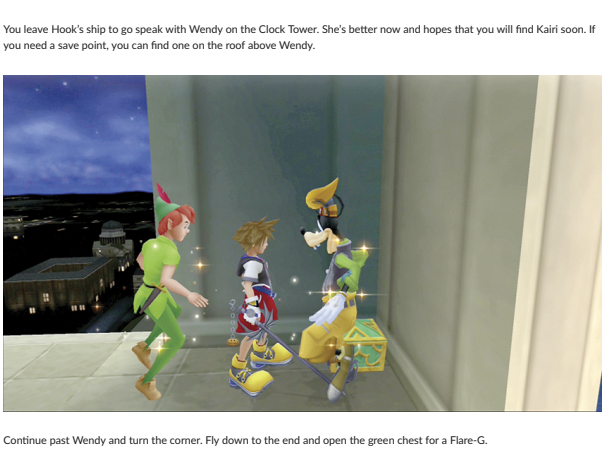


Cast Aero and Cura as needed to stay in the fight and out-duel Hook with your blade. Winning the fights earns you the Ars Arcanum ability and Ansem's Report 9.

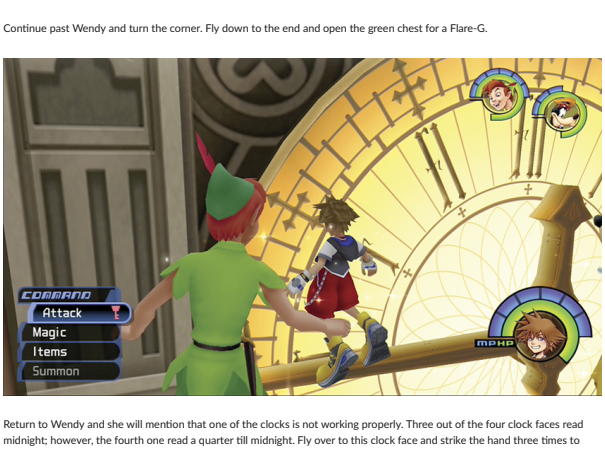
Step 6: Fix the Clock Tower



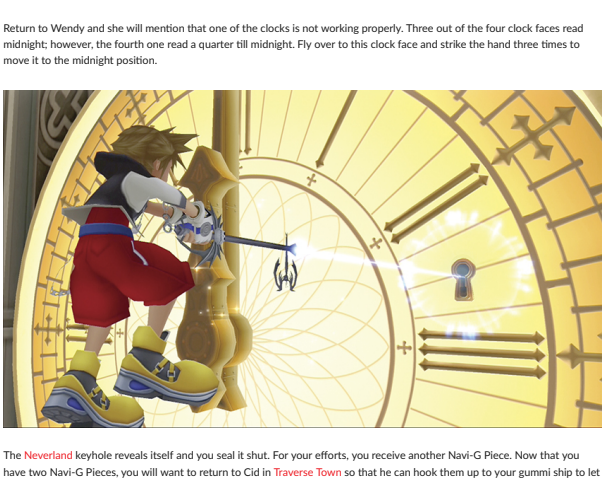
You leave Hook's ship to go speak with Wendy on the Clock Tower. She's better now and hopes that you will find Kairi soon. If you need a save point, you can find one on the roof above Wendy.



Continue past Wendy and turn the corner. Fly down to the end and open the green chest for a Flare-G.

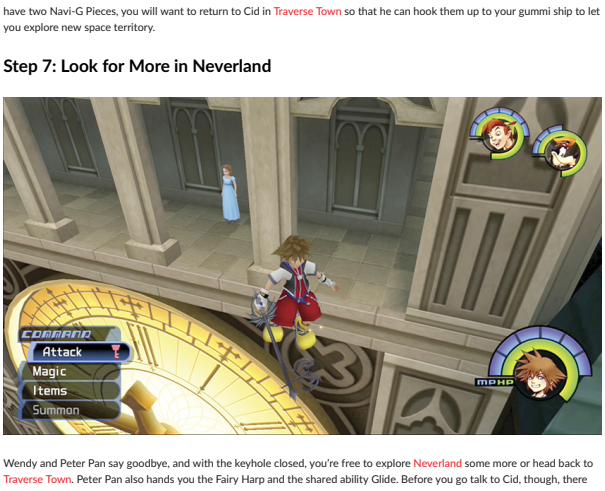


Return to Wendy and she will mention that one of the clocks is not working properly. Three out of the four clock faces read midnight; however, the fourth one read a quarter till midnight. Fly over to this clock face and strike the hand three times to move it to the midnight position.



The Neverland keyhole reveals itself and you seal it shut. For your efforts, you receive another Navi-G Piece. Now that you have two Navi-G Pieces, you will want to return to Cid in Traverse Town so that he can hook them up to your gummi ship to let you explore new space territory.

Step 7: Look for More in Neverland



Wendy and Peter Pan say goodbye, and with the keyhole closed, you're free to explore Neverland some more or head back to Traverse Town. Peter Pan also hands you the Fairy Harp and the shared ability Glide. Before you go talk to Cid, though, there are some more items to collect right at the Clock Tower.

Essential Upgrade: Fairy Harp

ATK 8

STR +5

MP +1

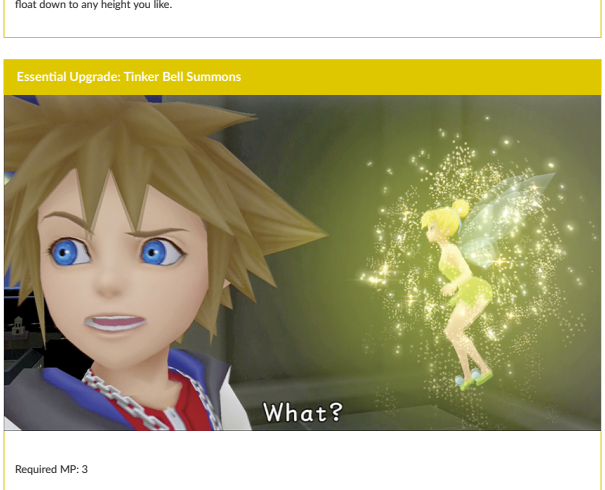
Equip this key chain as soon as Peter Pan gives it to you for an immediate upgrade. The Fairy Harp has a sensational Strength boost and a little MP bonus as well, and it has been known to land powerful critical blows from time to time.

Essential Upgrade: Glide

Shared Ability

Not quite flying because you slowly descend while airborne, this shared ability is still one of the best. It will allow you to reach far platforms you never were able to reach before (check old areas for missed items), or jump off high places and float down to any height you like.

Essential Upgrade: Tinker Bell Summons

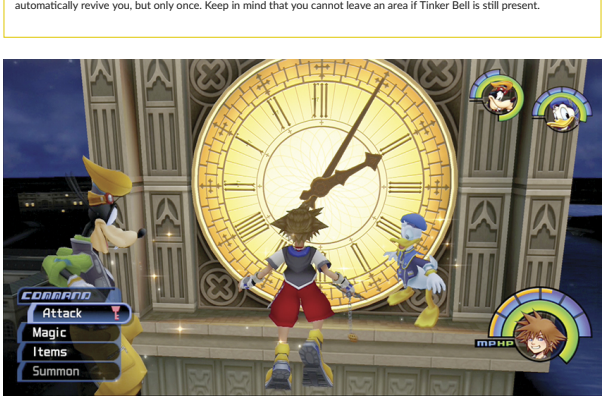


Required MP: 3

Duration of Summon: Unlimited

Special Attack: None

This potent fairy may not have any special attacks, but her ability is still very powerful. Tinker Bell floats near you and regenerates the party's HP and MP every 1.7 seconds. If you get knocked out during that time, Tinker Bell will automatically revive you, but only once. Keep in mind that you cannot leave an area if Tinker Bell is still present.



The Clock Tower has a wealth of items hidden within its many doors. See the Clock Tower map for the positions of all items. After you seal the keyhole, you can return to the Clock Tower to find different items; however, it depends on what time the clock face says. Every game hour a white light will float above a door atop the Clock Tower; fly over to the door and examine it for a special item. As you obtain items, the corresponding hour on the clock face below the save point lights up to keep track of the collected items. You should collect all 12 items before you travel to Hollow Bastion.

CLOCK TOWER ITEMS

Time	Item
1:00	Orichalcum
2:00	Power Up
3:00	Mythril Shard
4:00	Power Up
5:00	AP Up
6:00	Mythril
7:00	AP Up
8:00	Defense Up
9:00	Orichalcum
10:00	Defense Up
11:00	Mythril Shard
12:00	Megalixir

Caution

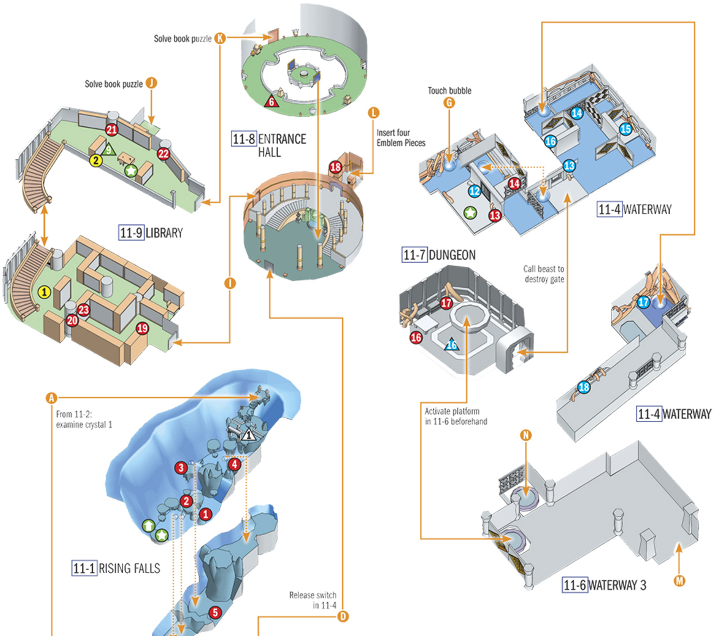
If you return to the Clock Tower after you seal Hollow Bastion's keyhole, you will have to defeat a secret boss, the Phantom, to recover any more items.

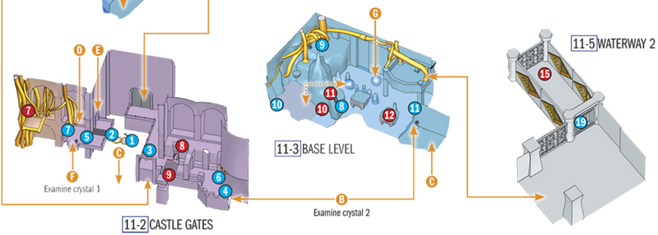
Looks like you found the other one.

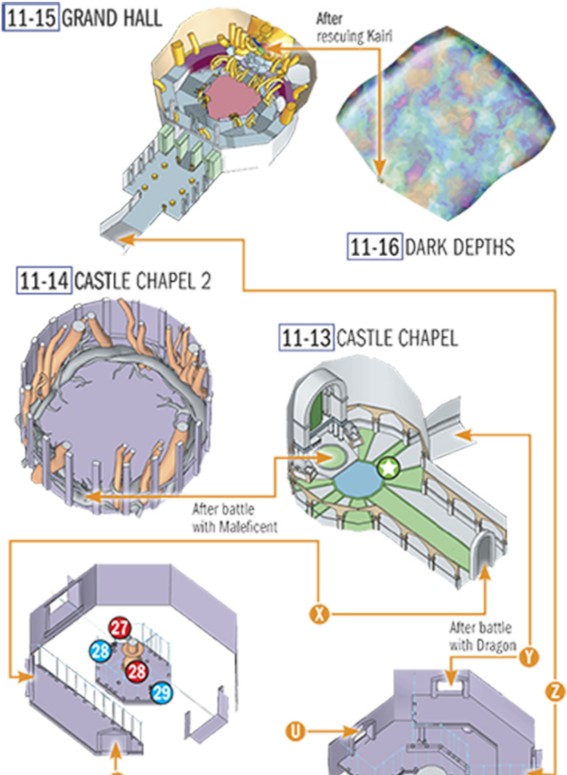
When you are finally finished with Neverland, warp back to Traverse Town. Speak with Cid and he will install your new Navi-G Pieces and give you a Transform-G. By this point, you should have collected all the Torn Pages, so you can either stop by Merlin's place and investigate the Hundred Acre Wood inside the Old Book or rocket off to Hollow Bastion.

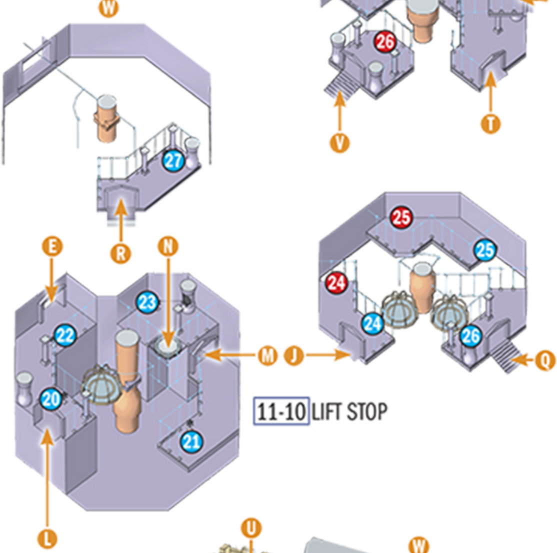
Hollow Bastion

Hollow Bastion


Solve book puzzle K
Solve book puzzle J
21
2
9
22
11-8 ENTRANCE HALL
6
L
Insert four Emblem Pieces
18
Touch bubble G
14
15
16
13
12
14
13
11-4 WATERWAY
11-9 LIBRARY
1
23
20
19
I
11-7 DUNGEON
Call beast to destroy gate
17
16
16
17
18
11-4 WATERWAY
A
From 11-2: examine crystal 1
1
3
4
2
1
Activate platform in 11-6 beforehand
N
11-1 RISING FALLS
5
Release switch in 11-4
D
11-6 WATERWAY 3
M

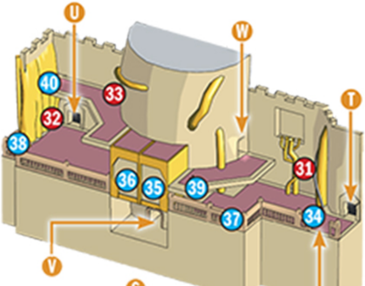

11-5 WATERWAY 2
G
9
11
10
10
8
12
11
15
19
11-3 BASE LEVEL
C
O
E
7
7
5
2
1
3
8
9
6
4
C
F
Examine crystal 1
B
Examine crystal 2
11-2 CASTLE GATES


11-15 GRAND HALL
After rescuing Kairi
11-16 DARK DEPTHS
11-14 CASTLE CHAPEL 2
11-13 CASTLE CHAPEL
After battle with Maleficent
X
After battle with Dragon
Y
27
28
28
29
Z
U

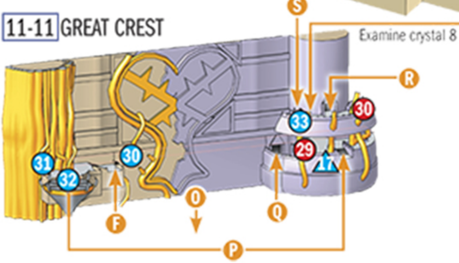

W
26
T
V
27
R
E
N
25
25
24
23
22
M
J
24
26
Q
20
21
L

11-10 LIFT STOP

11-12 HIGH TOWER


U
W
40
33
32
T
38
31
36
35
39
37
34
V

11-11 GREAT CREST


S
Examine crystal 8
R
33
30
29
17
31
30
32
F
O
Q
P

Opponents

Name	Shadow	Soldier	Large Body	Red Nocturne
HP	54	24	160	24

Name	Blue Rhapsody	Yellow Opera	Green Requiem	Air Soldier
HP	24	24	15	33

Name	Darkball	Defender	Wyvern	Wizard	Black Fungus
HP	60	240	135	75	9

Name	Riku (Sword)	Maleficent	Dragon	Riku (Keyblade)
HP	500	900	1200	900

Items

No.	Item	Location	Condition
①	Life-G	11-1	-
②	Meteor-G	11-1	-
③	Blizzara Ring	11-1	-
④	Megalixir	11-1	-
⑤	Dalmatians 91, 92, 93	11-1	-
⑥	Defense Up	11-1	After rescuing Kairi
⑦	Dalmatians 94, 95, 96	11-2	Lower the platform with Gravity
⑧	Haste2-G	11-2	Activate platforms 1 + 2
⑨	Orichalcum	11-2	Activate platforms 1 + 2
⑩	Mythril	11-3	-
⑪	Thundara-G	11-3	-
⑫	Paper-G	11-3	-
⑬	Fira Ring	11-4	-

14	Dark Matter	11-4	Freeze bubble with Blizzard
15	Thundaga-G	11-5	Call the Beast to destroy gate
16	Ultima-G	11-7	-
17	Thundaga-G	11-7	-
18	AP Up	11-8	Climb up small ledge on right-hand pillar
19	Ultima-G	11-9	-
20	Elixir	11-9	Turn pillar
21	Mythril	11-9	Turn pillar
22	Mega-Potion	11-9	Turn pillar
23	AP Up	11-9	Turn pillar
24	Dalmatians 97, 98, 99	11-10B	Gravity
25	Orichalcum	11-10B	Gravity
26	Float-G	11-10D	Gravity
27	Ultima-G	11-10E	Gravity
28	Thundaga-G	11-10E	Gravity
29	Thundaga-G	11-11	-
30	Orichalcum	11-11	-
31	Thundara Ring	11-12	Gravity
32	Osmose-G	11-12	Gravity
33	Megalixir	11-12	-
34	Dark Matter	11-15	After rescuing Kairi
35	Oblivion	11-15	After rescuing Kairi
36	Dalmatians 61, 62, 63	11-15	After rescuing Kairi

Characters

No.	Character	Location	Purpose
①	Aerith	11-9	Hands over Ansem's Reports 2, 4, 6, and 10 (following both Kairi's rescue and battle with Behemoth)
②	Belle	11-9	Hands over Divine Rose (after Kairi's rescue)

Special Objects

No.	Prop	Location	Purpose
①	Platform 1	11-2	Activate with crystal A
②	Platform 2	11-2	Activate with crystal B
③	Crystal 1	11-2	Takes you to 11-1
④	Crystal 2	11-2	Takes you to 11-3
⑤	Crystal 3	11-2	Takes you to 11-11
⑥	Crystal A	11-2	Activates platform 1
⑦	Crystal B	11-2	Activates platform 2
⑧	Ice switch 1	11-3	Creates platform
⑨	Ice switch 2	11-3	Creates platform
⑩	Ice switch 3	11-3	Creates platform
⑪	Crystal 2	11-3	Takes you to 11-2
⑫	Gate	11-4	Call Beast to destroy it
⑬	Switch 1	11-4	Moves gate
⑭	Switch 2	11-4	Moves gate
⑮	Switch 3	11-4	Moves gate
⑯	Switch 4	11-4	Moves gate
⑰	Switch 5	11-4	Tackes you to a higher level
⑱	Switch 6	11-4	Unlocks main entrance in 11-2

⑲	Gate	11-5	Call Beast to destroy it
⑳	Crystal 4a	11-10A	Takes you to 4b or 4c
㉑	Crystal 4b	11-10A	Takes you to 4a
㉒	Crystal C	11-10A	Change-over switch for crystal 4a
㉓	Crystal D	11-10A	Mythril + MP
㉔	Crystal 5a	11-10B	Takes you to 5b or 5c
㉕	Crystal 4c	11-10B	Takes you to 4a
㉖	Crystal 6	11-10B	Takes you to 11-10C
㉗	Crystal 6	11-10C	Takes you to 11-10B
㉘	Crystal 5b	11-10E	Takes you to 5a
㉙	Crystal 5c	11-10E	Takes you to 5a
㉚	Crystal 3	11-11	Takes you to 11-2
㉛	Crystal E	11-11	Activates platform 3
㉜	Platform 3	11-11	Takes you from crystal E to P
㉝	Crystal 7	11-11	Takes you to 11-12
㉞	Crystal 7	11-12	Takes you to 11-11
㉟	Block 1	11-12	Move with crystal F
㊱	Block 2	11-12	Move with crystals G and H
㊲	Crystal F	11-12	Lowers block 1
㊳	Crystal G	11-12	Lowers block 2
㊴	Crystal H	11-12	Raises block 2
㊵	Crystal I	11-12	Change-over switch for crystal 5a

Trinities

Trinity	Location	Purpose
16	11-7	Mega-Potion, Cottage, Mega-Ether, HP
6	11-8	Emblem Piece
9	11-9	Azal vol. 3
1	11-1	Thundaga-G
17	11-11	Megalixir, Cottage (x2), MP

Objectives

1. Meet the Beast

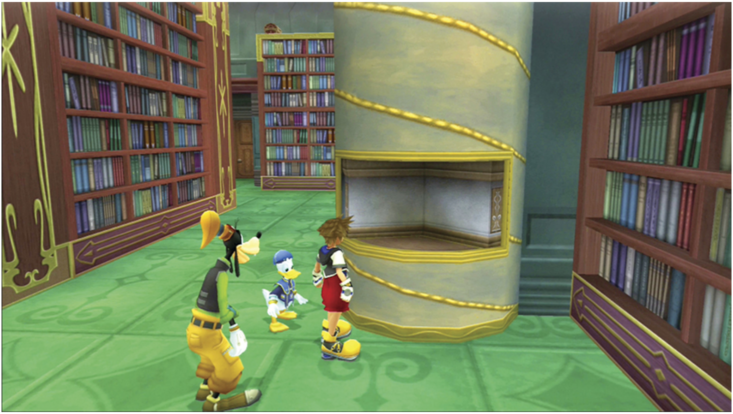
COMMAND
Attack
Magic
Items
Summon
MP HP

2. Find a way into the castle

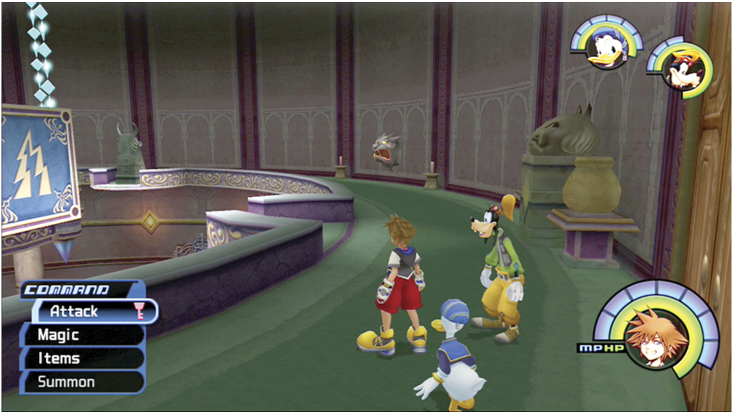
COMMAND
Attack
Magic
Items
Summon
MP HP

3. Navigate the sewers

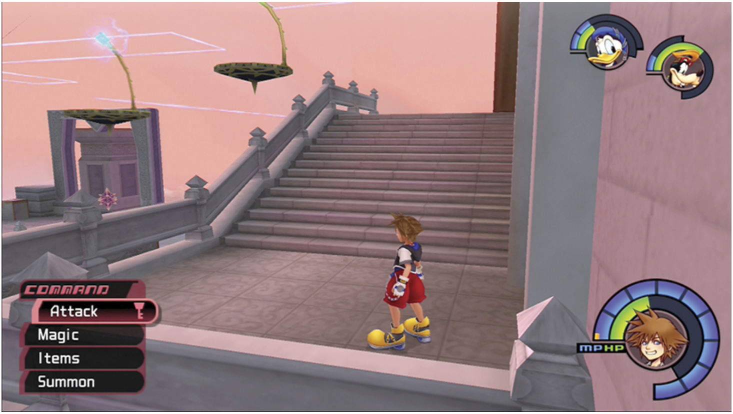
4. Defeat Riku



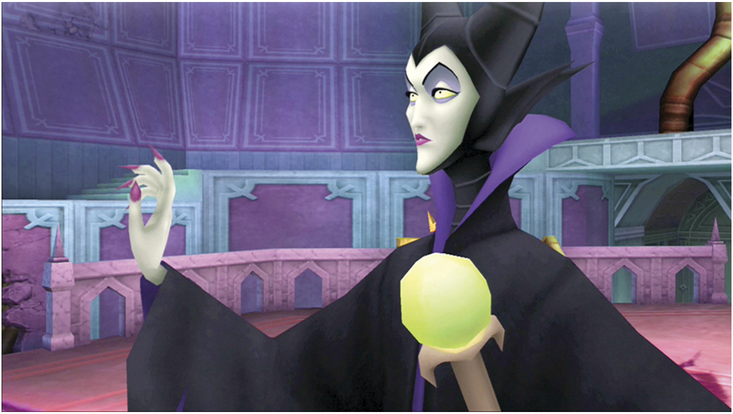
5. Organize the Library


COMMAND
Attack
Magic
Items
Summon
MP HP

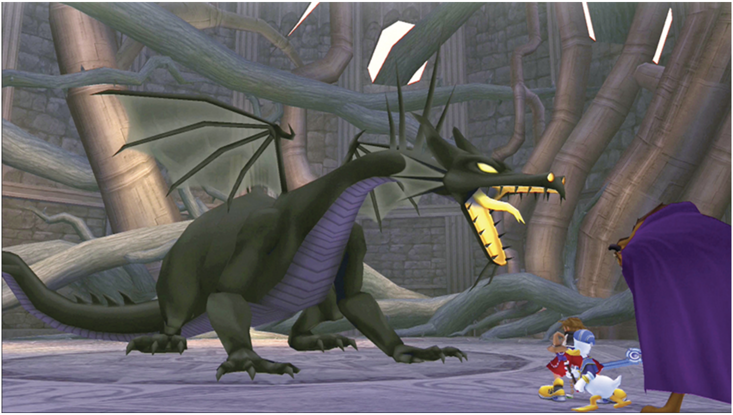
6. Assemble the Heartless insignia


COMMAND
Attack
Magic
Items
Summon
MP HP

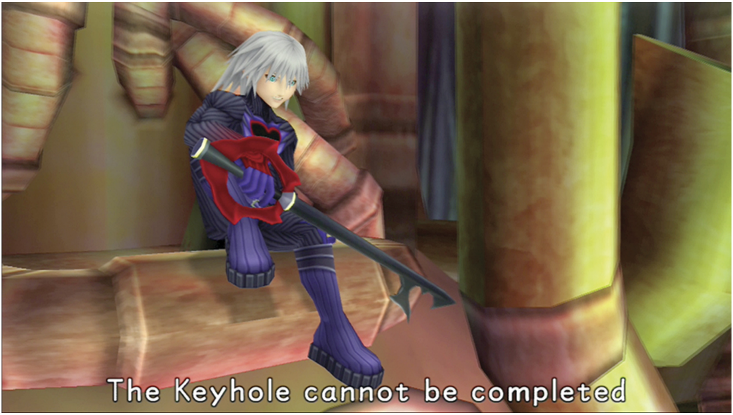
7. Ascend the castle



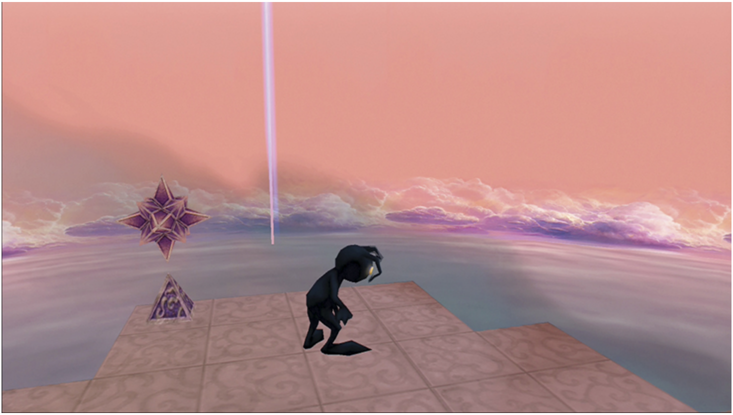
8. Defeat Maleficent



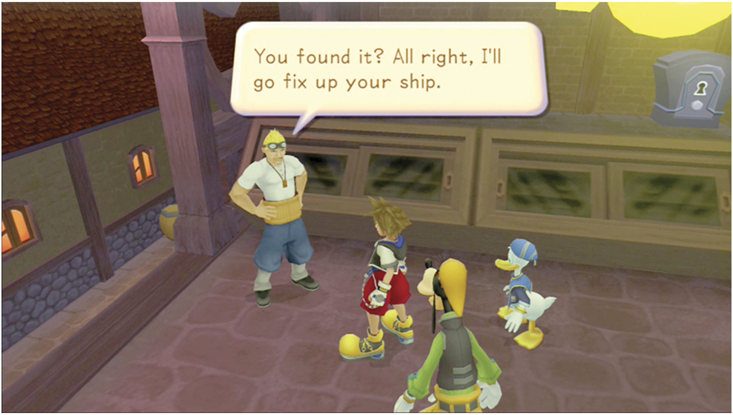
9. Slay the Dragon


The Keyhole cannot be completed

10. Defeat Riku II



11. Become a Shadow!


You found it? All right, I'll go fix up your ship.

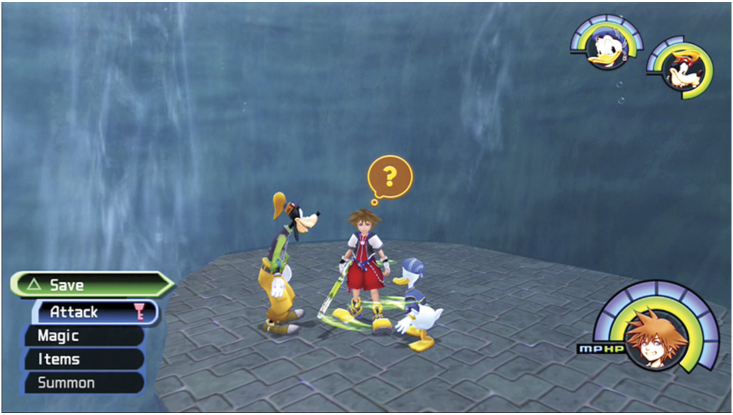
12. Return to Traverse Town

13. Back to Hollow Bastion

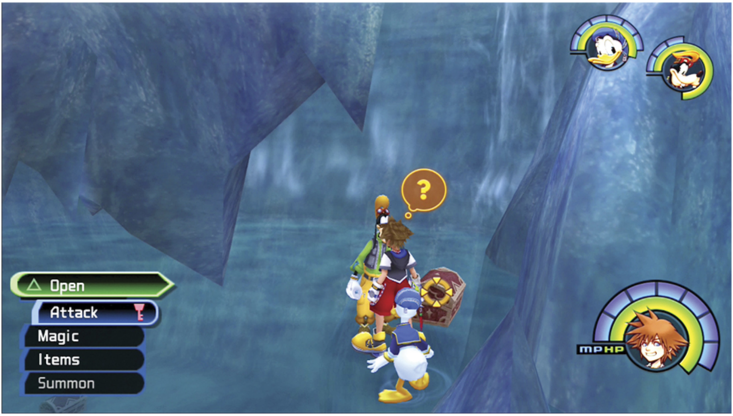
14. Defeat the Behemoth

15. Seal Hollow Bastion

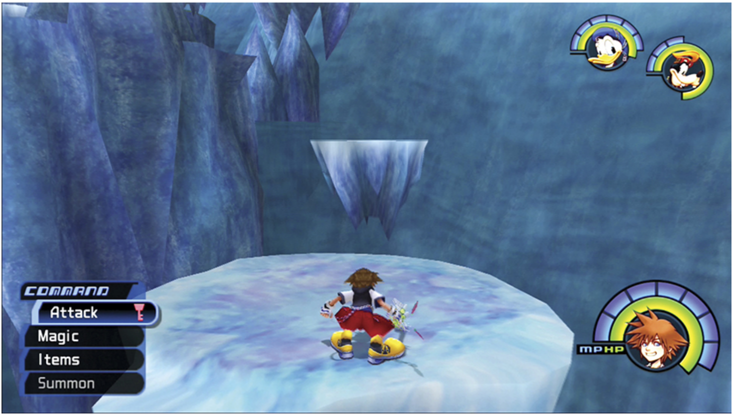
Step 1: Meet the Beast

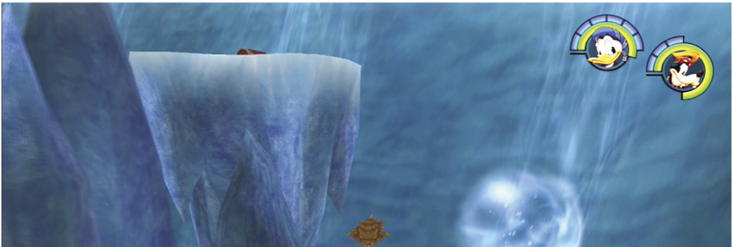

Save
Attack
Magic
Items
Summon
MP HP

Steer your gummi ship on a course to the Battle Level 9 world, Hollow Bastion. You'll descend in Rising Falls on a platform with a save point. Save before heading out across the water, which you can walk on.


△ Open
Attack
Magic
Items
Summon
MP HP

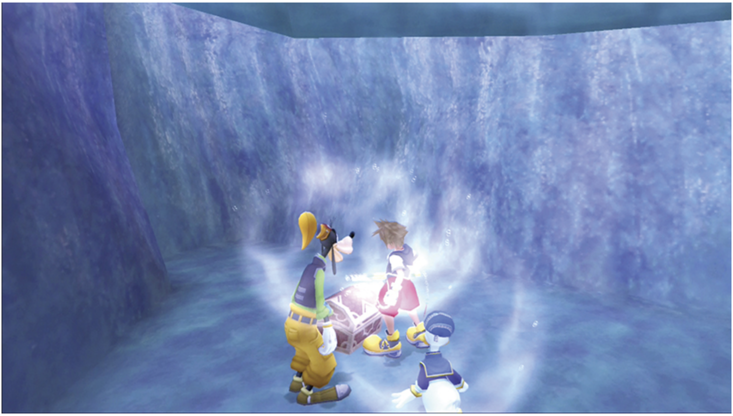
Search for a chest straight ahead and in a clump of rocks. Open the chest for a Life-G.


COMMAND
Attack
Magic
Items
Summon
MP HP



COMMAND
Attack
Magic
Items
Summon
MP HP

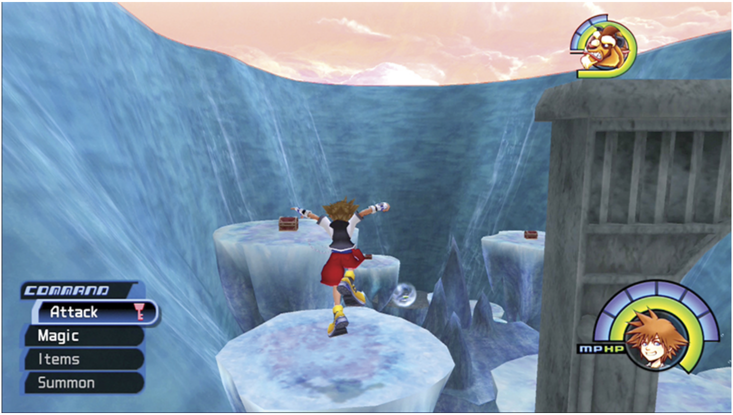
Double back to the save point platform. Glide over to the nearest ice platform, and jump from platform to platform up to a moving ice block. Jump on this ice block and let it carry you up to an easy jump to the central floating rock. On the other side of the rock, leap off and into the floating bubble.



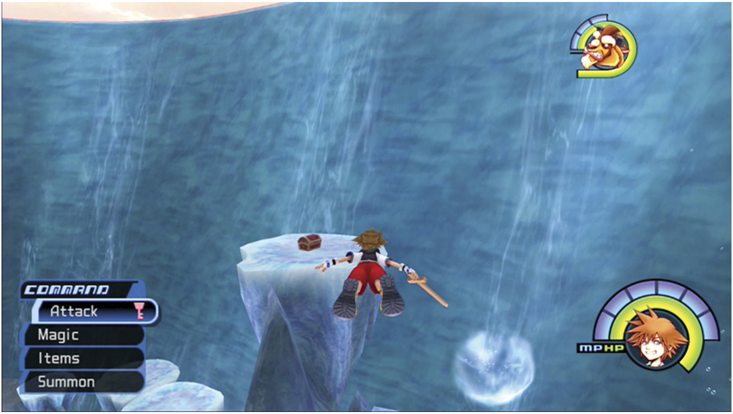
You're encased in large bubbles in an underwater section of the caverns. Head to your right and open the red chest for a Meteor-G.

COMMAND
Attack
Magic
Items
Summon
MP HP

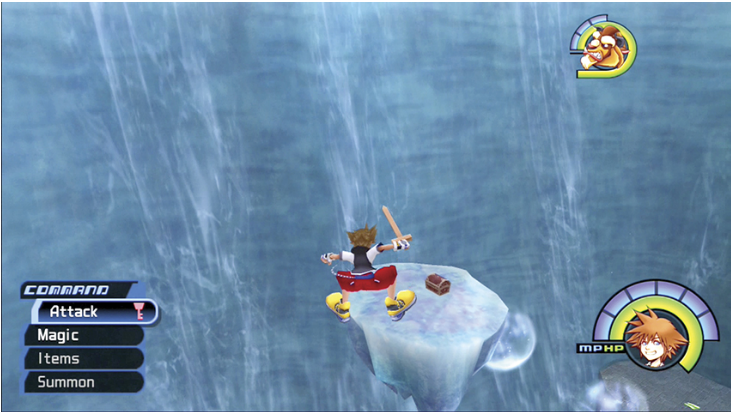
The bubbles take you up and out of the water next to the save platform. Retrace your jumps up the ice platforms and continue upwards until you meet the Beast. Riku ambushes you and takes the Keyblade, leaving you with a plain wooden sword. Donald and Goofy are forced to follow Riku and you are left with just the Beast in your party.


COMMAND
Attack
Magic
Items
Summon
MP HP

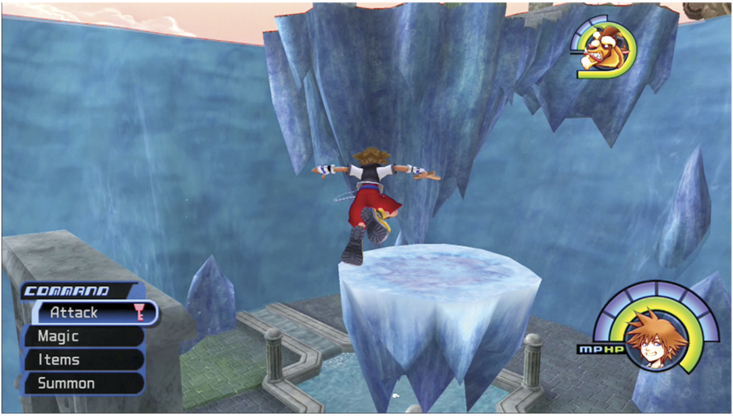
There are three chests on floating rocks high over Rising Falls. Glide over to the moving platform closest you, then Glide over to the first chest for a Megalixir.


COMMAND
Attack
Magic
Items
Summon
MP HP

Glide to the next platform for a Blizzara Ring inside the chest.


COMMAND
Attack
Magic
Items
Summon
MP HP

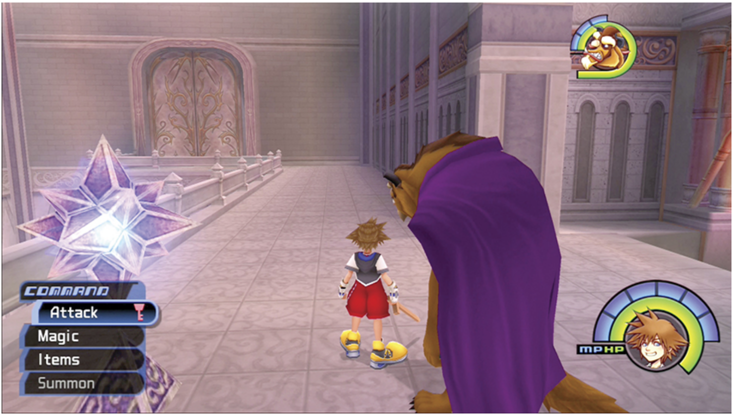
To release Dalmatians 91, 92, 93, Glide down to the final rock platform with a chest and open it.

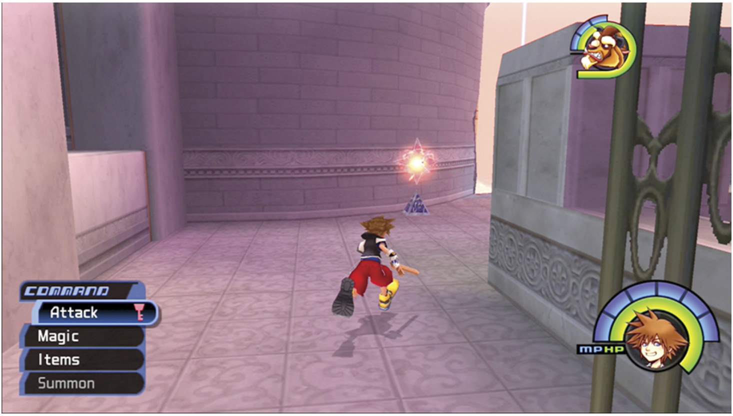

COMMAND
Attack
Magic
Items
Summon
MP HP

COMMAND
Attack
Magic
Items
Summon
MP HP

Return to where you met the Beast and jump onto the closest moving platform. Glide over to the next moving platform and use that to reach the very top platform. Walk up the stairs and a magic platform will come fetch you to the Castle Gates.

Step 2: Find a Way into the Castle

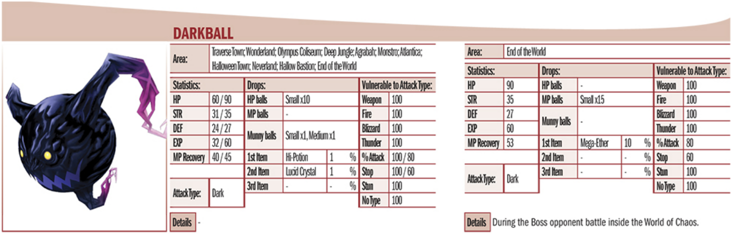

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

The main gates of the castle are sealed, but you can take the right steps to another magic platform. Use the closest red crystal to activate one of the magic platforms, then use the second blue crystal to ride the platform down to the Base Level.

Tip

For a faster trip, you can jump off the edge and land safely in the Base Level. There are many spots along the outside of the castle where you can drop down to previous areas and save time.



DARKBALL

Area: Traverse Town; Wonderland; Olympus Coliseum; Deep Jungle; Agrabah; Monstro; Atlantica; Halloween Town; Neverland; Hallow Bastion; End of the World

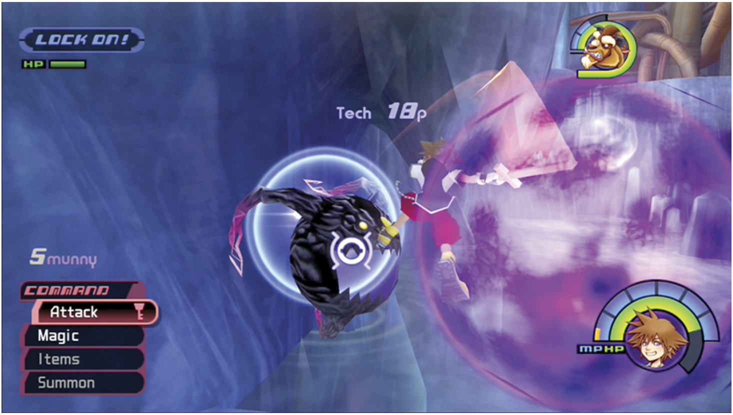
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	60 / 90	HP balls	Small x10			Weapon	100
STR	31 / 35	MP balls	-			Fire	100
DEF	24 / 27	Munny balls	Small x1, Medium x1			Blizzard	100
EXP	32 / 60					Thunder	100
MP Recovery	40 / 45	1st Item	Hi-Potion	1	%	% Attack	100 / 80
		2nd Item	Lucid Crystal	1	%	Stop	100 / 60
Attack Type:	Dark	3rd Item	-	-	%	Stun	100
						No Type	100

Details -

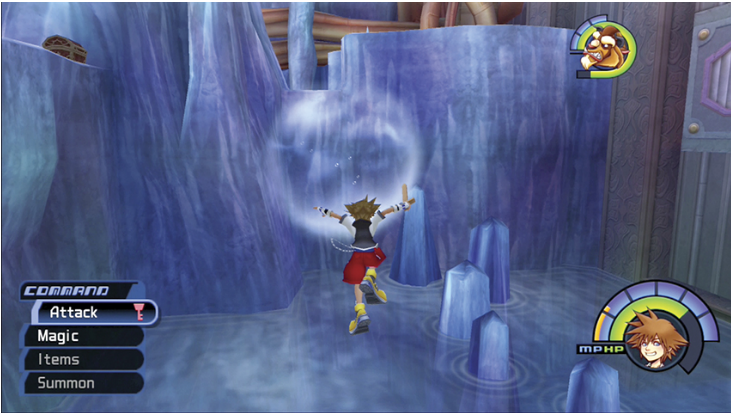
Area: End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	90	HP balls	-			Weapon	100
STR	35	MP balls	Small x15			Fire	100
DEF	27	Munny balls	-			Blizzard	100
EXP	60					Thunder	100
MP Recovery	53	1st Item	Mega-Ether	10	%	% Attack	80
		2nd Item	-	-	%	Stop	60
Attack Type:	Dark	3rd Item	-	-	%	Stun	100
						No Type	100

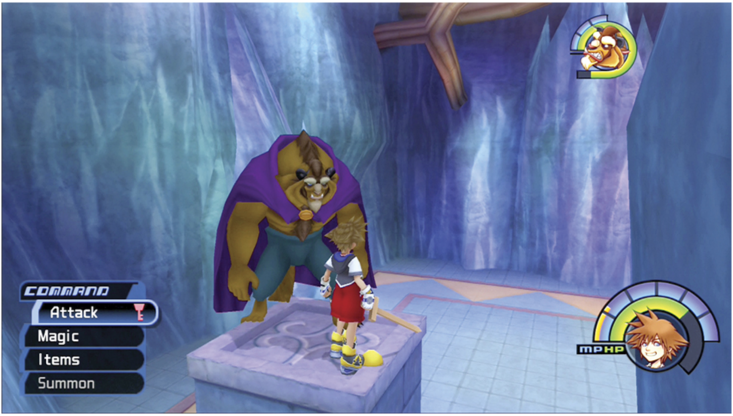
Details During the Boss opponent battle inside the World of Chaos.

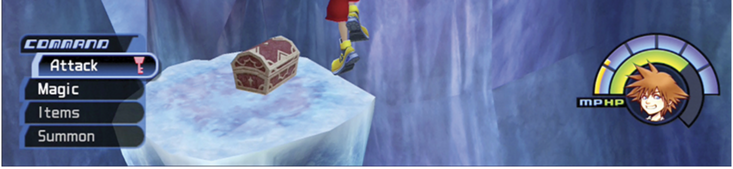

LOCK ON!
HP
Tech 18p
5 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

New Darkball foes attack en masse. Let the Beast do the heavy lifting here; you only have a wooden sword and he deals heavy damage with his brute mitts.

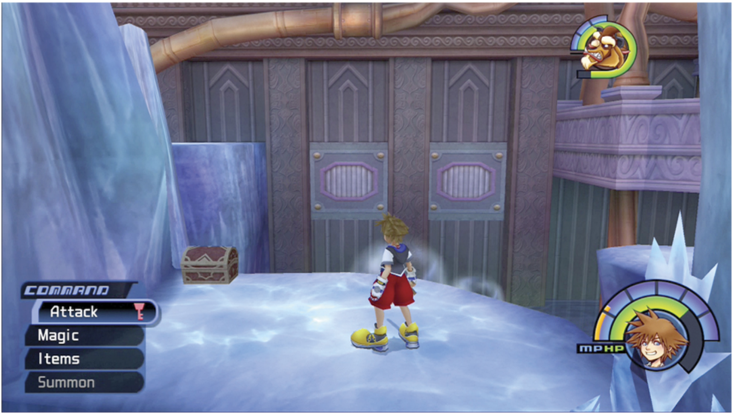

COMMAND
Attack
Magic
Items
Summon
MP HP

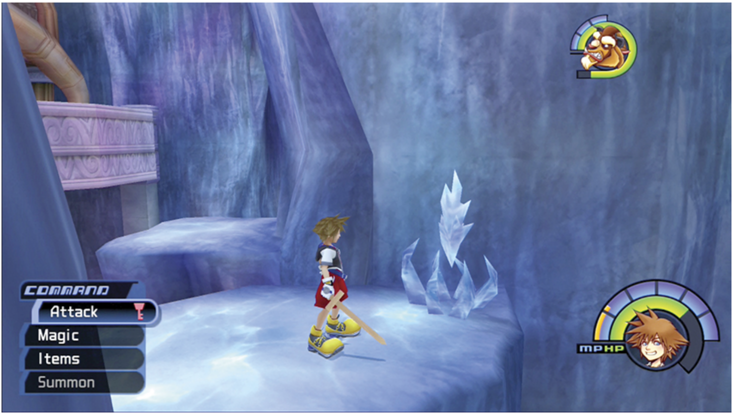
Use the higher bubble on the left to scoot behind the rocks.


COMMAND
Attack
Magic
Items
Summon
MP HP

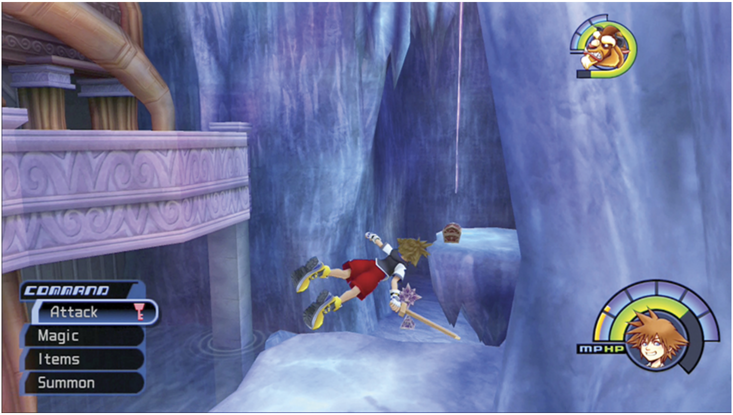

COMMAND
Attack
Magic
Items
Summon
MP HP

Stand atop the square platform in the hidden area and jump to a side ledge with a red chest. Open the chest for a Mythril.

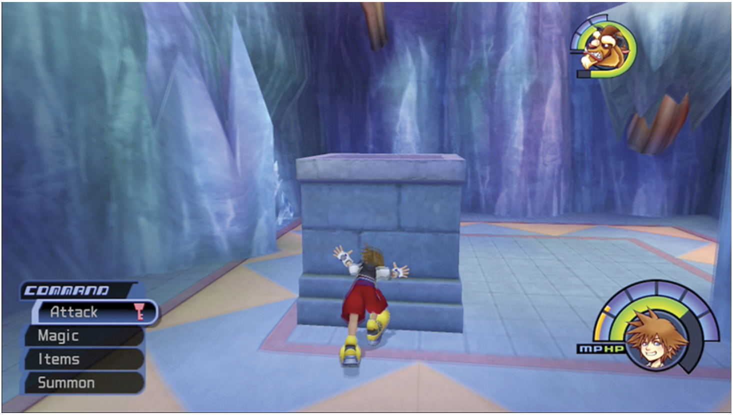

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

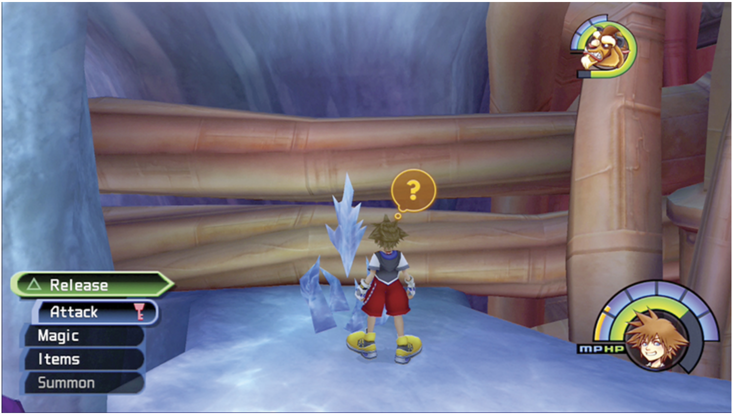
Turn around and jump to the nearby cliff. Open the chest atop for a Thundara-G. There's also an ice switch on the platform. Cross over to it and release the switch to move a large block on the opposite wall.

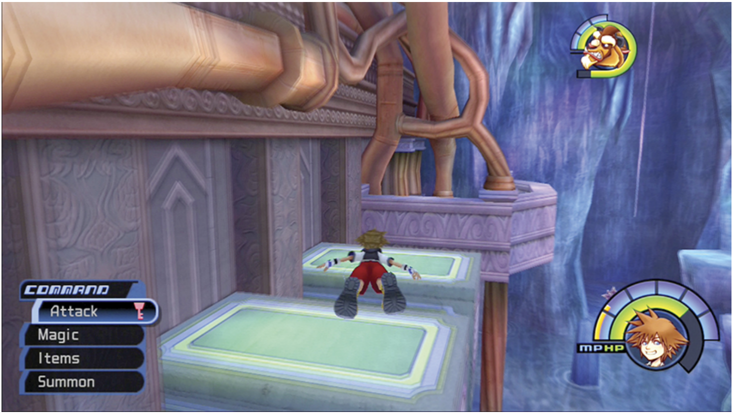

COMMAND
Attack
Magic
Items
Summon
MP HP

Face where the block slid out of the wall. Glide out and turn right to follow the wall until you reach a lone platform with another red chest. Open the chest for a Paper-G.


COMMAND
Attack
Magic
Items
Summon
MP HP

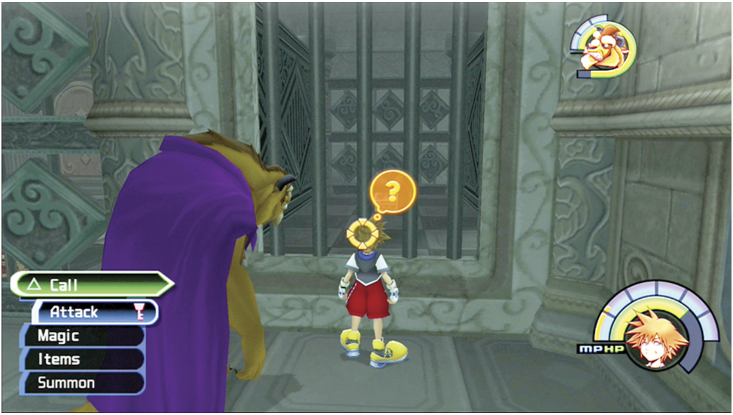
Return to the square platform. Push it across the tiled floor until you can use it to jump up to the higher platforms next to the far wall.


Release
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

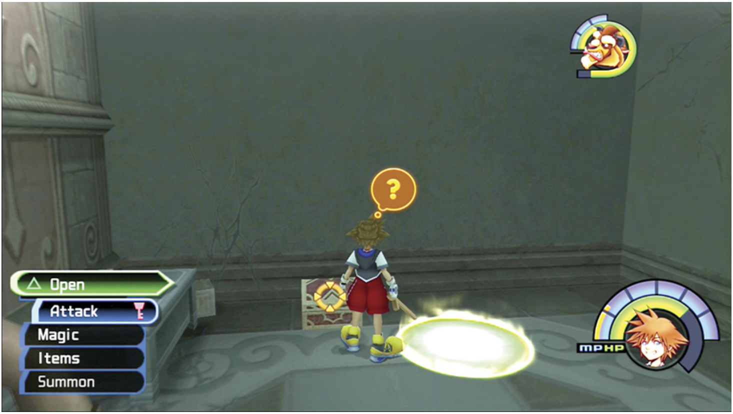
Look for another ice switch on the top platform. Release the second large block and Glide across to the balcony. Take the entrance to the Waterway.

Step 3: Navigate the Sewers



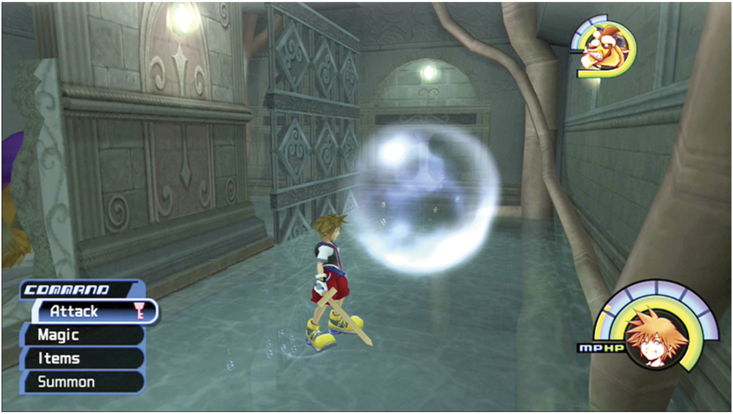
△ Call
Attack
Magic
Items
Summon
MP HP

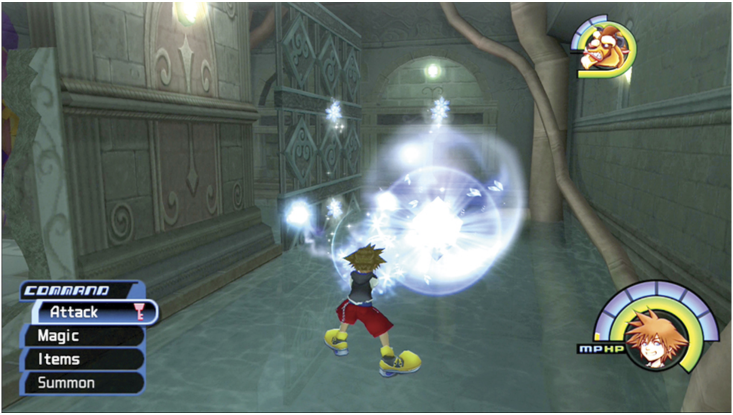
Proceed to the corner of this next small room, where you'll see a chest behind a locked gate. Call upon the Beast and he will bust a hole through the wall into the side room. Open the red chest here and gain a Thundaga-G.



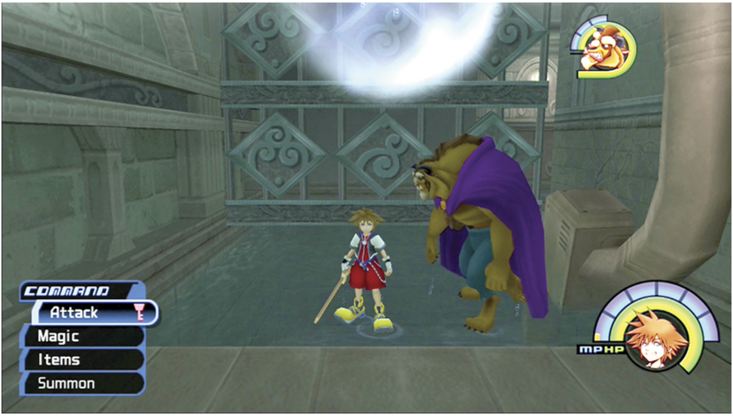
△ Open
Attack
Magic
Items
Summon
MP HP

Return to the Base Level and jump into the second, lower bubble to enter a new area of the Waterway. Open the red chest for a Fira Ring and use the adjacent save point.

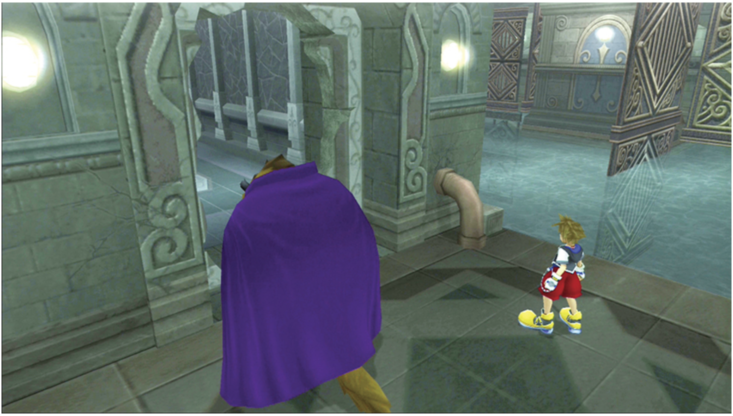

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Break the nearby wall with the Beast again. Step into the corridor and cast your Blizzard spell on the bubble. Cold turns the bubbles into temporary ice platforms. Use the ice platform to leap up and grab the top of the wall above the hole and flip up. Glide over to the left to a small platform with Dark Matter in the chest.

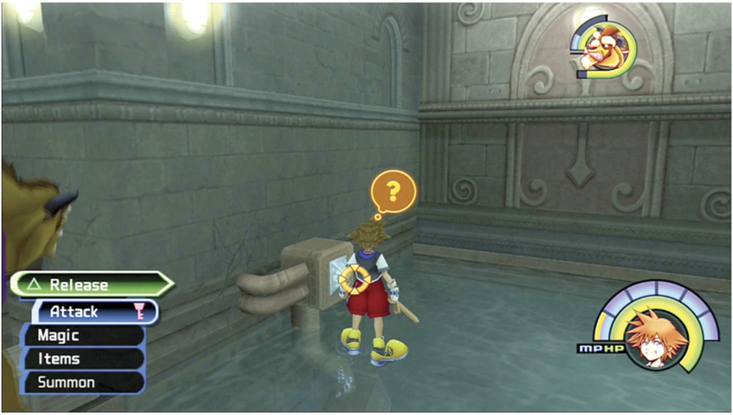

COMMAND
Attack
Magic
Items
Summon
MP HP

Return to the bubble in the hallway. Jump into it and let the bubble take you under the grate into the next area.

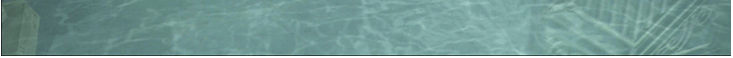


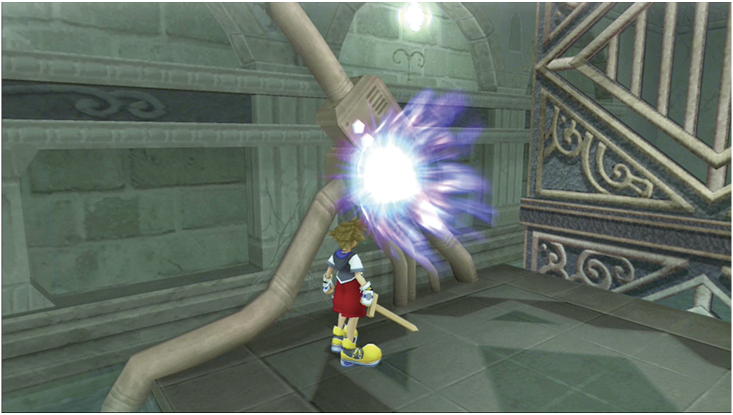
COMMAND
Attack
Magic
Items
Summon
MP HP

Call upon the Beast to destroy another wall; this one creates an entryway into the Dungeon. Wade through the Heartless in the Dungeon and note the blue Trinity Mark here for when you can return with Donald and Goofy. Open the chest on the left for an Ultima-G and the chest on the right for Thundaga-G.

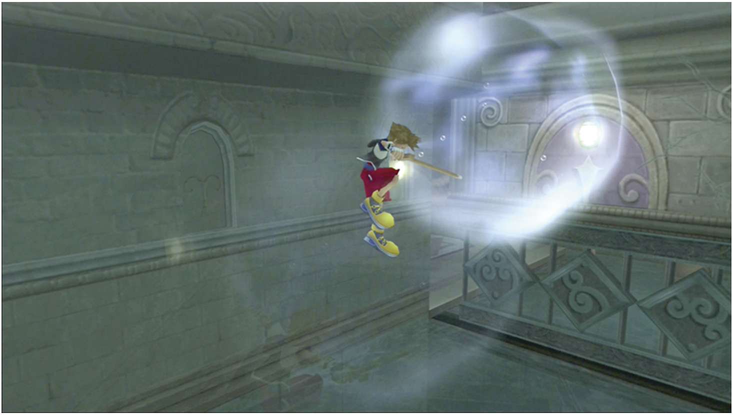

?
△ Release
Attack
Magic
Items
Summon
MP HP

You next have to navigate through a maze of shifting gates. Head around the corner to the left and pull the crystal switch to open a gate across the room.

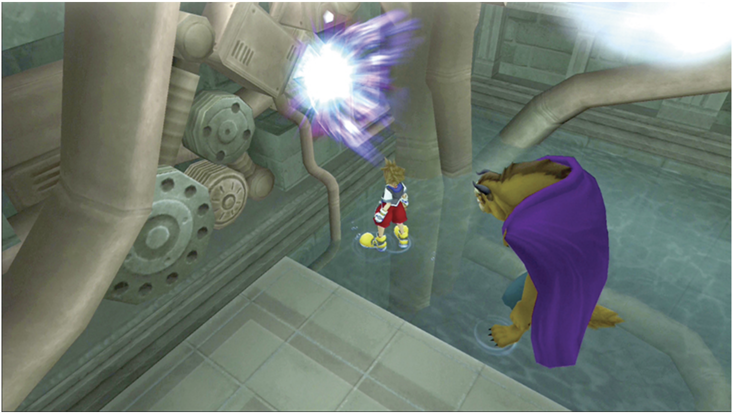




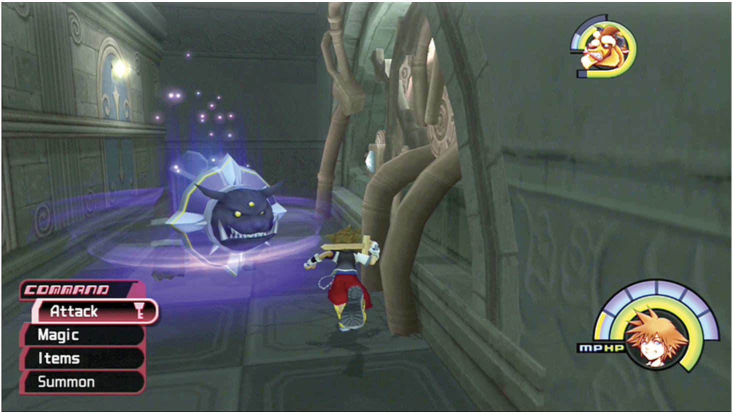
Continue to the second crystal switch. Pull it and the gates will box you in. Go around the corner to the right and use the third crystal switch to open the gate at the end.



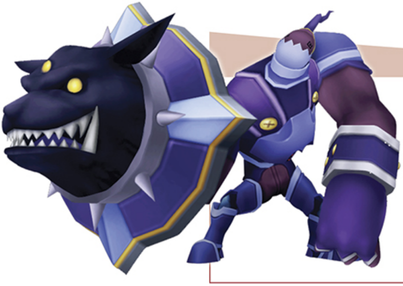
Pull the crystal switch on the floor and wait for the gate to slide open. Jump in the bubble to slip under the next gate and into a new area.



The next crystal switch activates a rising platform. Jump on and ride it to the next level.


COMMAND
Attack
Magic
Items
Summon
MP HP

Face off against a new opponent, a Defender, in the very tight corridor. Jump behind the Defender so you don't take much damage and let the Beast deal with it from the front.



DEFENDER

Area:	Traverse Town; Wonderland; Olympus Coliseum; Hollow Bastion; End of the World

Statistics:	
HP	240 / 300
STR	31 / 35
DEF	24 / 27
EXP	120 / 240
MP Recovery	44 / 49
Attack Type:	Fire, Blizzard

Drops:			
HP balls	-		
MP balls	Small x20		
Munny balls	Small x5, Medium x2, Large x4		
1st Item	Elixir	1	%
2nd Item	Bright Crystal	2	%
3rd Item	Defender	0.2	%

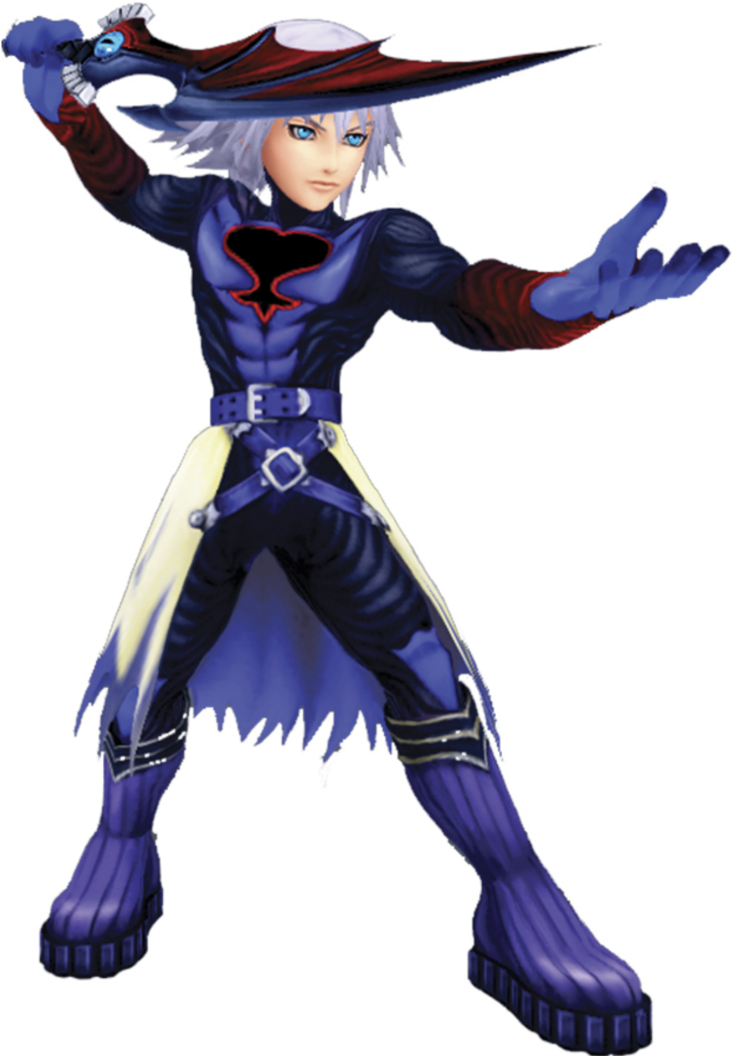
Vulnerable to Attack Type:	
Weapon	100
Fire	100
Blizzard	100
Thunder	100
% Attack	90 / 75
Stop	100 / 60
Stun	100
No Type	100

Details -

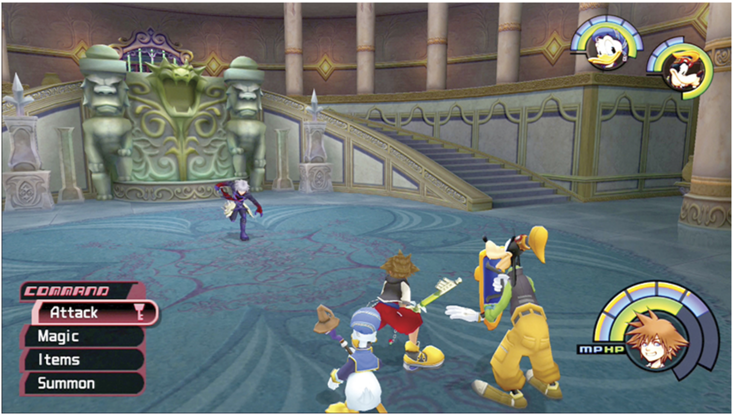
COMMAND
Attack
Magic
Items
Summon
mp HP

Pull the crystal switch on the machine next to the Defender. You hear gears grinding and a message pops up to tell you that the Castle Gates are open. Return to the outside balcony where you took your first magic platform ride and battle through Defenders, Darkballs, and Shadows to reach the main entrance to the castle.

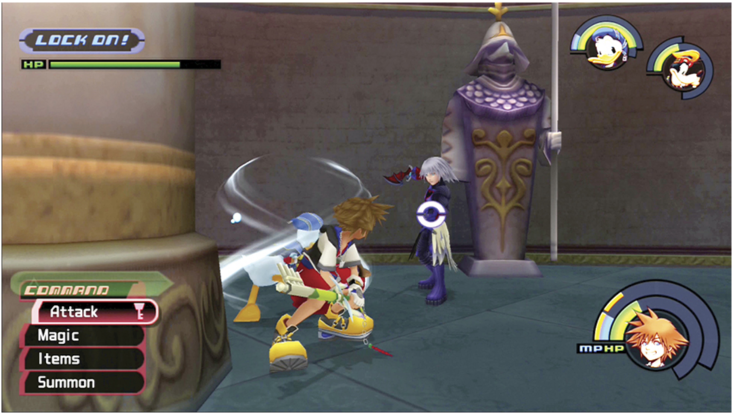
Step 4: Riku



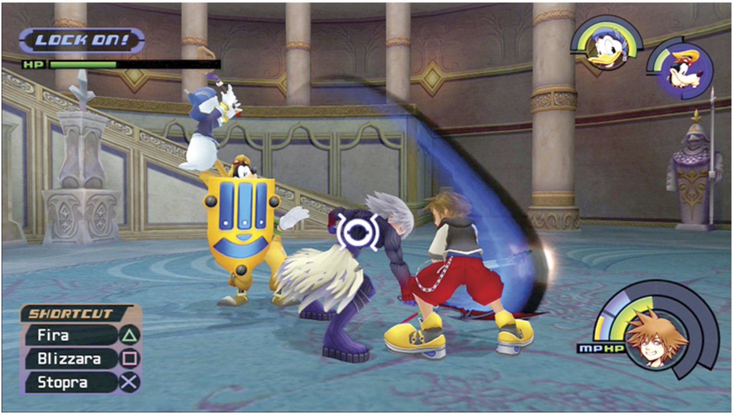
No.	Book
HP	500
Strength	31
Defense	24
EXP	2000


COMMAND
Attack
Magic
Items
Summon
MP HP

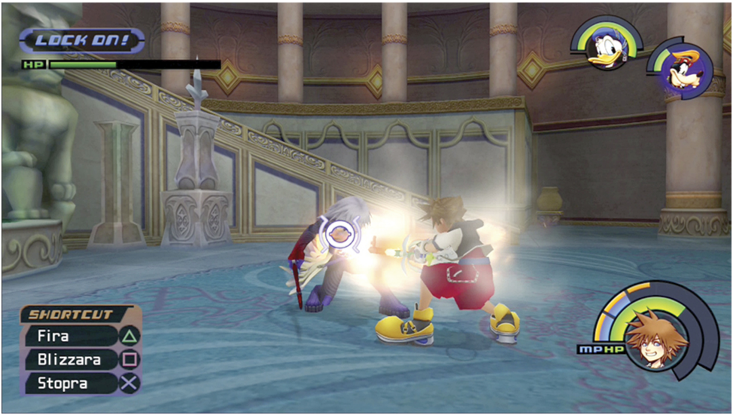
As soon as you enter Hollow Bastion, Riku confronts you. The Beast tramps off after some Heartless, but Goofy and Donald rejoin you for the fight. Even better, your heart wins out over Riku's and you gain the Keyblade back for the battle.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Riku relies on a sliding attack and aerial combos to deliver his damage. When you see him poised to strike, Dodge Roll out of the way. If you can dodge behind him, you can set up a quick counterattack with some combos of your own.

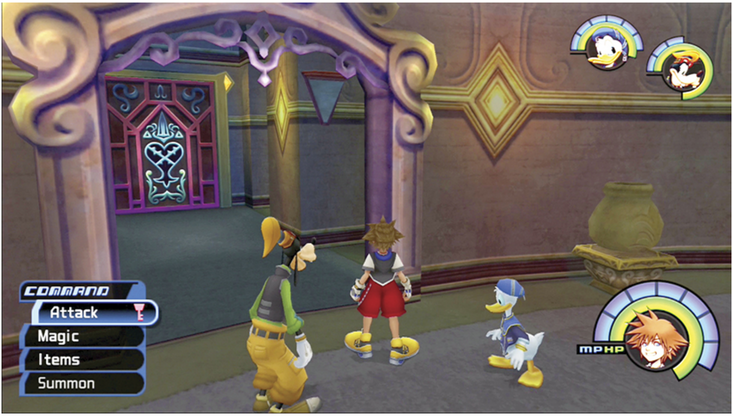

LOCK ON!
HP
SHORTCUT
Fira
Blizzara
Stopra
MP HP

Just because you wrestled the Keyblade away from him doesn't make Riku less dangerous. He is even faster than when you squared off against him on the Destiny Islands beach. Donald and Goofy will help you out, but you may need to drink a potion to regain HP or retreat if he gets in too close.

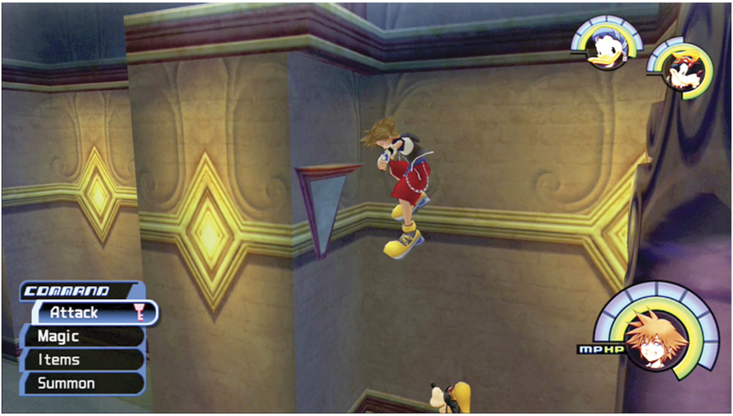

LOCK ON!
HP
SHORTCUT
Fira
Blizzara
Stopra
MP HP

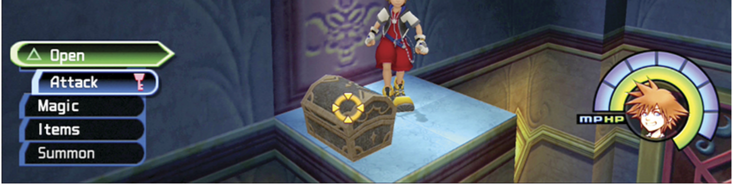
Don't use magic against Riku; he will just absorb it and heal. Keep up a steady array of physical combos and special abilities to whittle his HP meter down. When you drop him to zero, Riku will flee. You don't get him yet, but you do gain the ability to use white Trinity Marks. The Beast returns at the end of the fight, and you can choose a new party.

Step 5: Organize the Library

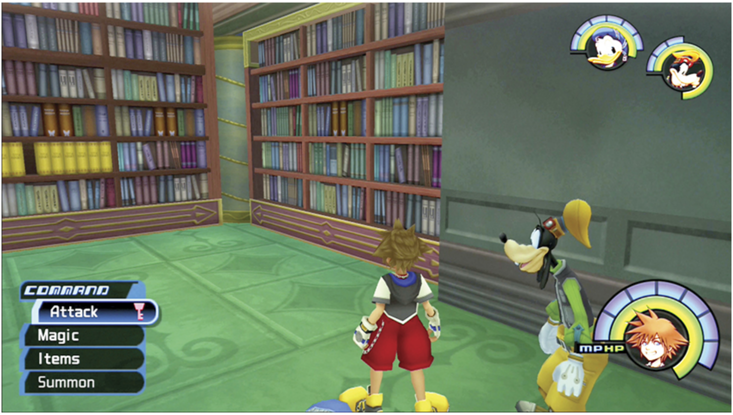

COMMAND
Attack
Magic
Items
Summon
MP HP

When Riku leaves, you find yourself in the Entrance Hall. Climb the steps to the open doorway and head inside the small room. Examine the door engraved with four Heartless insignia. You note that it has four empty slots, but can't open it yet.

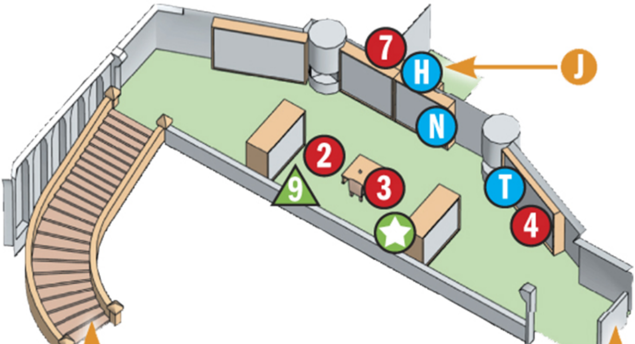

COMMAND
Attack
Magic
Items
Summon
MP HP


Open
Attack
Magic
Items
Summon
MP HP

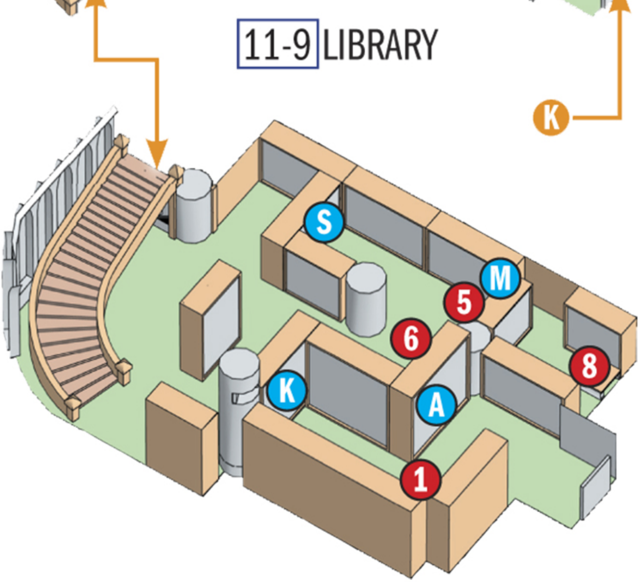
Return to the doorway. Facing the Heartless door, turn slightly to your right, and find the nearest square column. There's a wall sconce on the closest column face, which you must jump up and grab. Flip up to the top of the column, then turn to your left and jump across to the next column for a chest that holds an AP Up.


COMMAND
Attack
Magic
Items
Summon
MP HP

Circle around the Entrance Hall balcony until you find the Library's wooden doors and enter. The Library is full of items, secrets, and a complex puzzle to open the doors to other areas. Ultimately, you must slot misplaced books on their shelves in alphabetical order. Refer to the maps on this page for the exact position of all items and objects.



11-9 LIBRARY



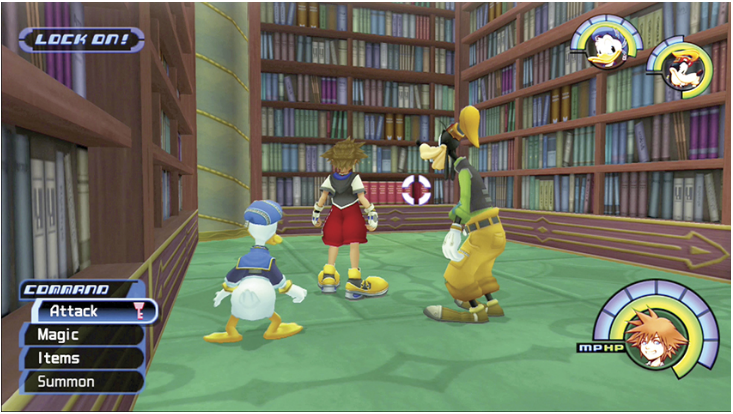
LIBRARY BOOK ORDER

No.	Book
1	Khama vol. 8
2	Azal vol. 3
3	Theon vol. 6
4	Mava vol. 6
5	Salegg vol. 6
6	Nahara vol. 5
7	Mava vol. 3
8	Hafet vol. 4

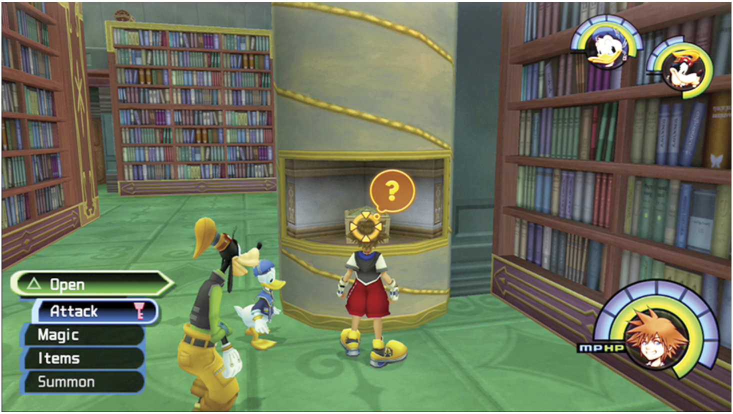
LIBRARY SHELVES

Location	Object
Ⓐ	Shelf A
Ⓗ	Shelf H
Ⓚ	Passage K
Ⓜ	Shelf M
Ⓝ	Shelf N
Ⓢ	Shelf S
Ⓣ	Shelf T

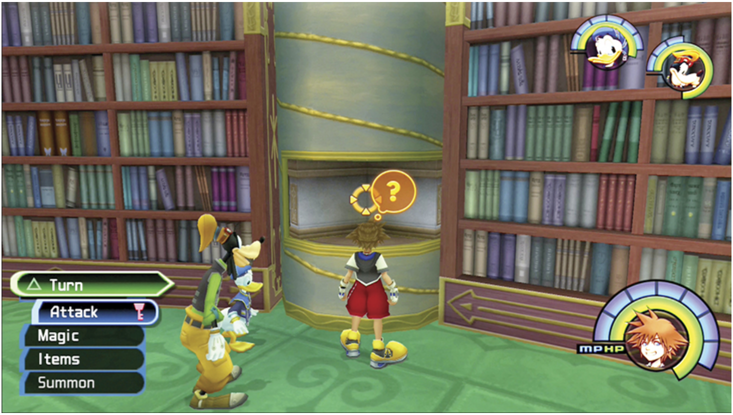
Book 1: Khama Vol. 8


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

Examine the book on the ground to the left of the entrance. It's Khama vol. 8. Target lock the red books on the opposite bookshelf and put the book back into the open slot to reveal a secret passage ahead.

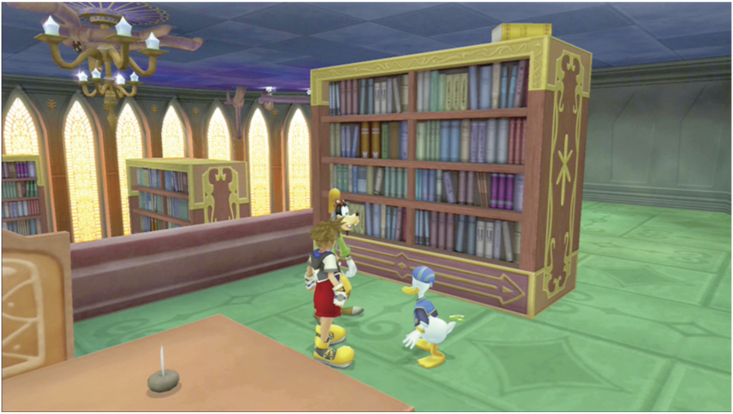

△ Open
Attack
Magic
Items
Summon
MP HP

Examine the pillar next to you. Spin the shelf inside the pillar and wait for it to stop. A green chest will appear if you're lucky. Otherwise, keep spinning until it appears. Open the chest for an Elixir.


△ Turn
Attack
Magic
Items
Summon
MP HP

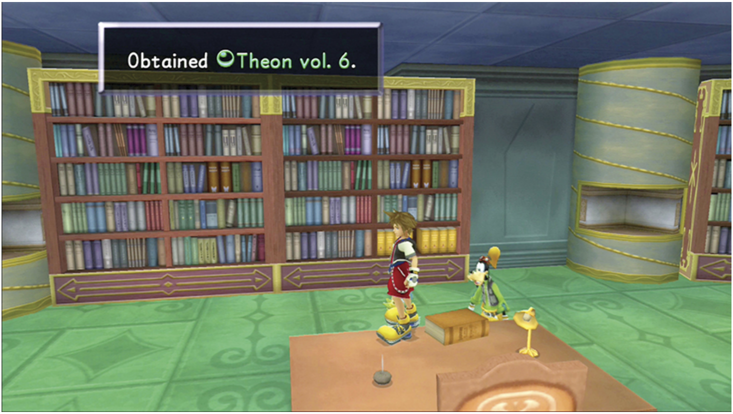
Head up the stairs and look for a second spinning column. Give it a whirl until you land on the green chest. Open it for a Mythril. A third spinning column next to it offers up a Mega-Potion.

Book 2: Azal Vol. 3



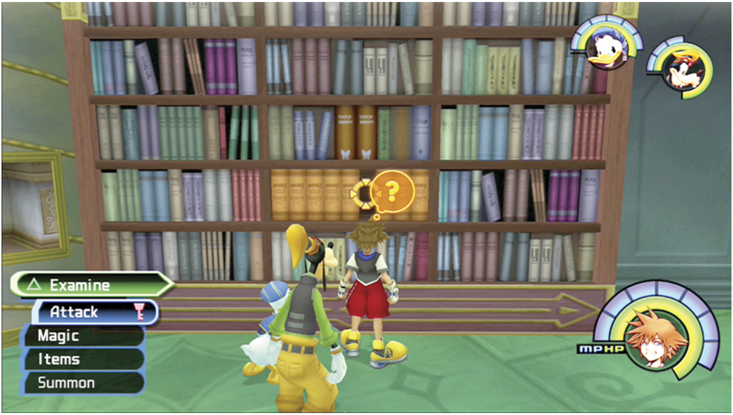
Turn around and find the green Trinity Mark next to the desk. Activate it to dislodge Azal vol. 3 from the top of the nearby shelf. Hold onto it for now.

Book 3: Theon Vol. 6

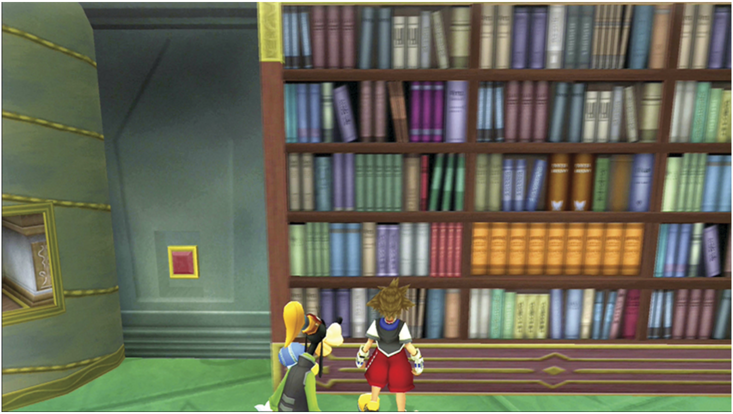

Obtained Theon vol. 6.

Jump up on the table to retrieve Theon vol. 6. Remember that you can use the save point next to the desk at any time.

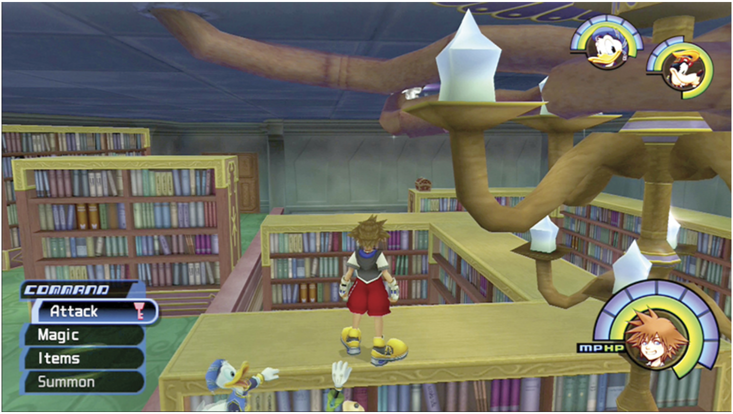
Book 4: Mava Vol. 6


Examine
Attack
Magic
Items
Summon
MP HP

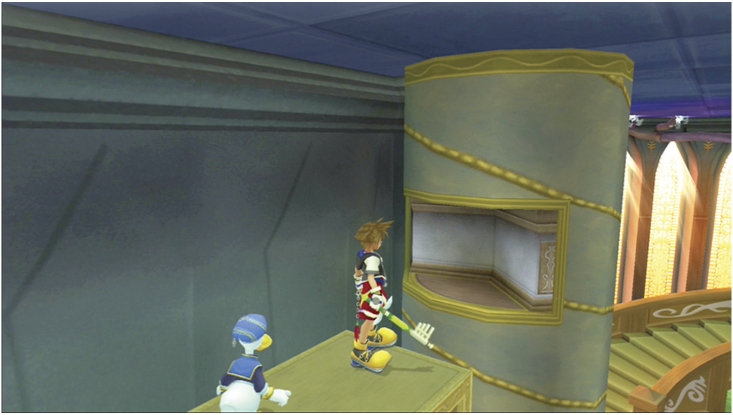
Move past the third spinning column to the bookshelf with one green book among a series of brown books. Pull out the green book to obtain Mava vol. 6. Replace the slot with Theon vol. 6.



The bookshelf slides open to reveal a secret button. Press the button to open the door to the Entrance Hall's upper balcony. Don't enter the new door yet.

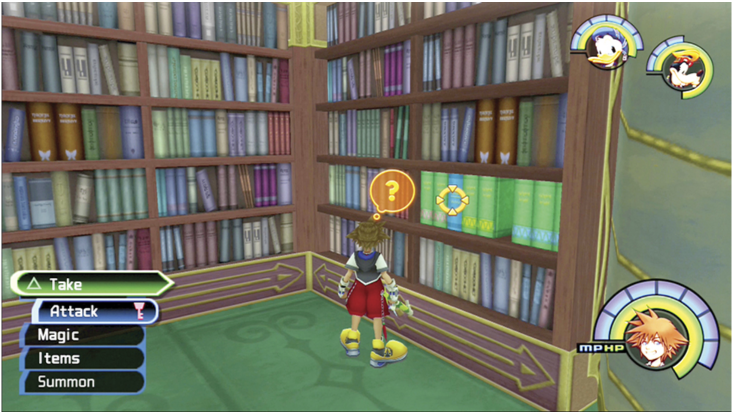

COMMAND
Attack
Magic
Items
Summon
MP HP

Jump over the balcony railing and on top of the first-floor bookshelves. Glide across the room to a chest atop the far shelf with an Ultima-G inside.

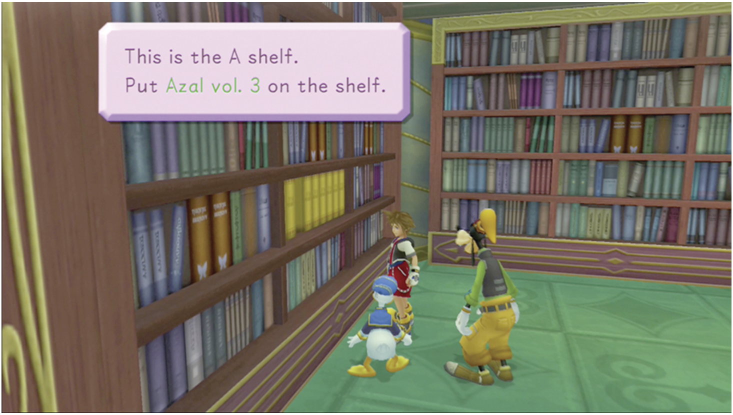


Stay atop the bookshelves and follow the wall until you get to a fourth spinning column. Spin it until you gain an AP Up.

Book 5: Salegg Vol. 6


Take
Attack
Magic
Items
Summon
MP HP

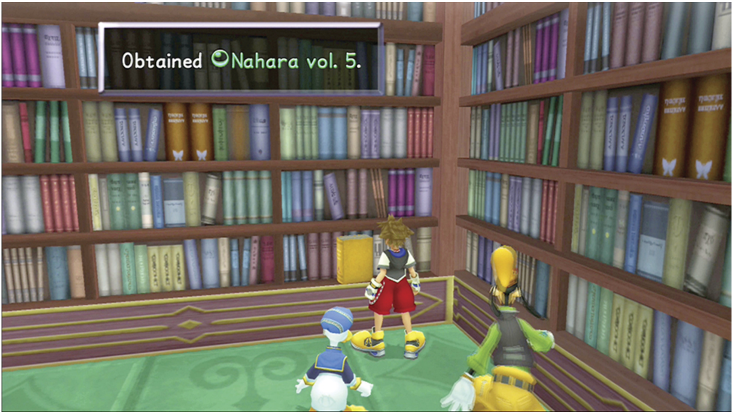
Glide back toward the save point and drop down in a square gap in the bookshelves before you reach the balcony. Take the blue Salegg vol. 6 volume from amidst the green books. Turn around and place your new volume in a slot amidst blue books on the opposite shelf. The bookshelf now slides aside.



This is the A shelf.
Put Azal vol. 3 on the shelf.

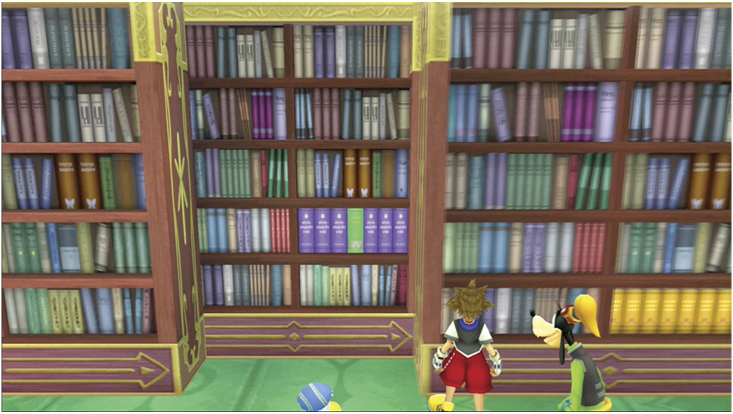
Walk around to the entrance area and look for a bookshelf with a series of yellow books. Place the Azal vol. 3 volume in the empty slot. The library bookshelves shift around again.

Book 6: Nahara Vol. 5

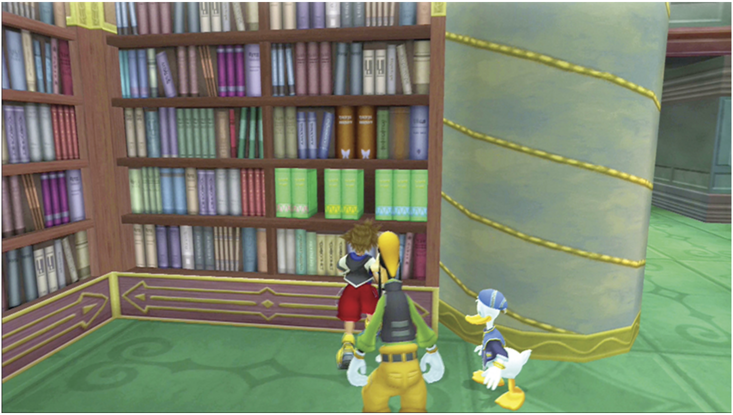

Obtained Nahara vol. 5.

Head around to the other side of the bookshelves you just moved and look for a yellow book standing up on the bottom shelf. Pick it up for Nahara vol. 5.

Book 7: Mava Vol. 3

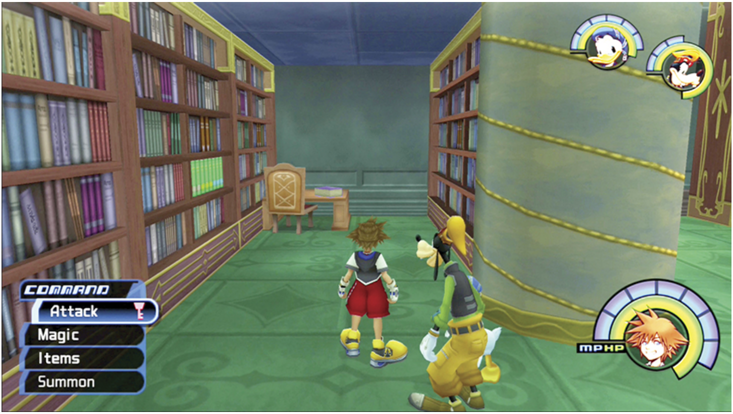


Return upstairs and place Nahara vol. 5 in the book row across from the desk. A new bookshelf is revealed; take Mava vol. 3 from it.

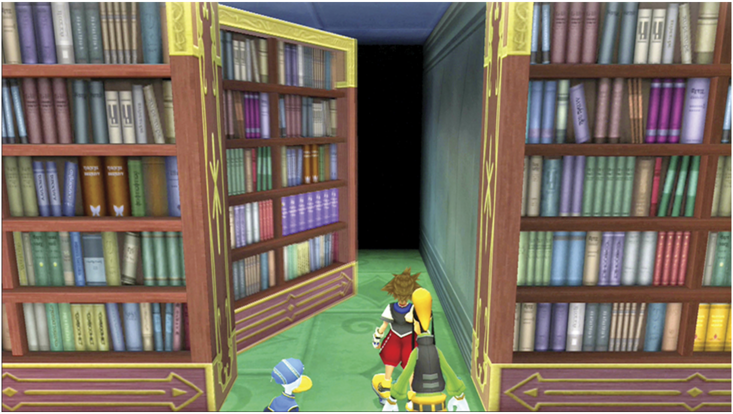


Jump back down to the first floor and find the green book row with two slots missing. Place both Mava volumes in the empty slots. The bookshelf swings open to reveal a secret area.

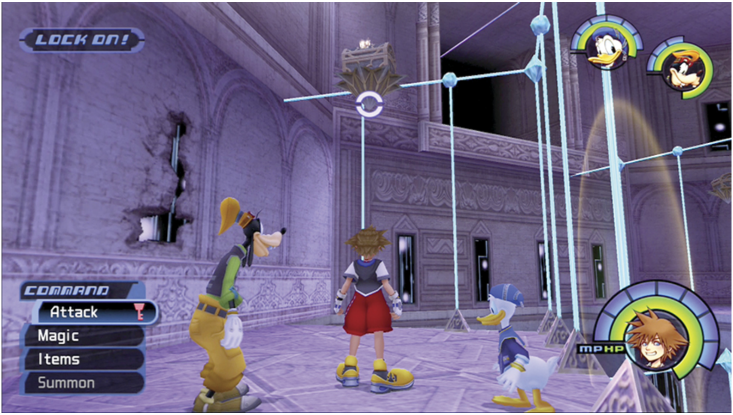
Book 8: Hafet Vol. 4


COMMAND
Attack
Magic
Items
Summon
MP HP

The book on the table in the secret area is Hafet vol. 4.



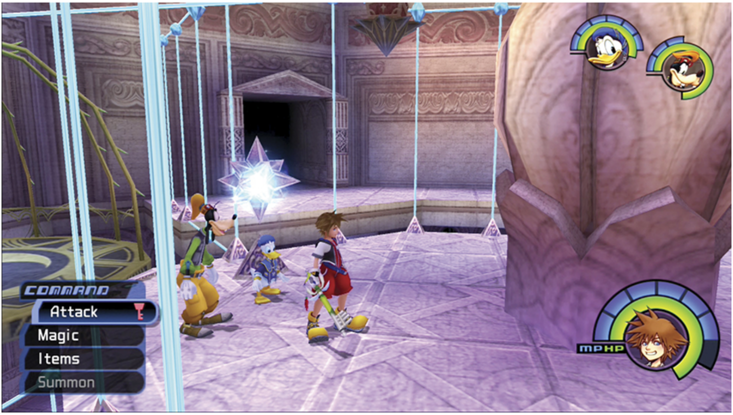
Return upstairs and place the purple volume in the empty slot near the desk. A secret passageway to the Lift Stop reveals.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

Enter the Lift Stop. Use your Gravity spell on a chest floating high overhead. The chest will lower to reveal Dalmatians 97, 98, 99.

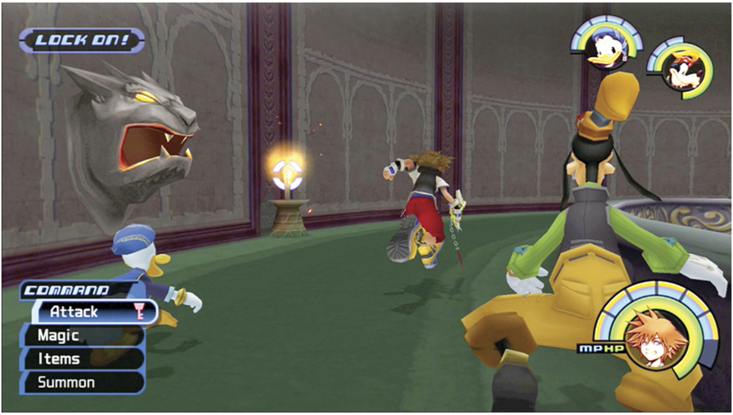
Tip

There are many hovering chests throughout Hollow Bastion. Use your Gravity spell to lower them.


COMMAND
Attack
Magic
Items
Summon
MP HP

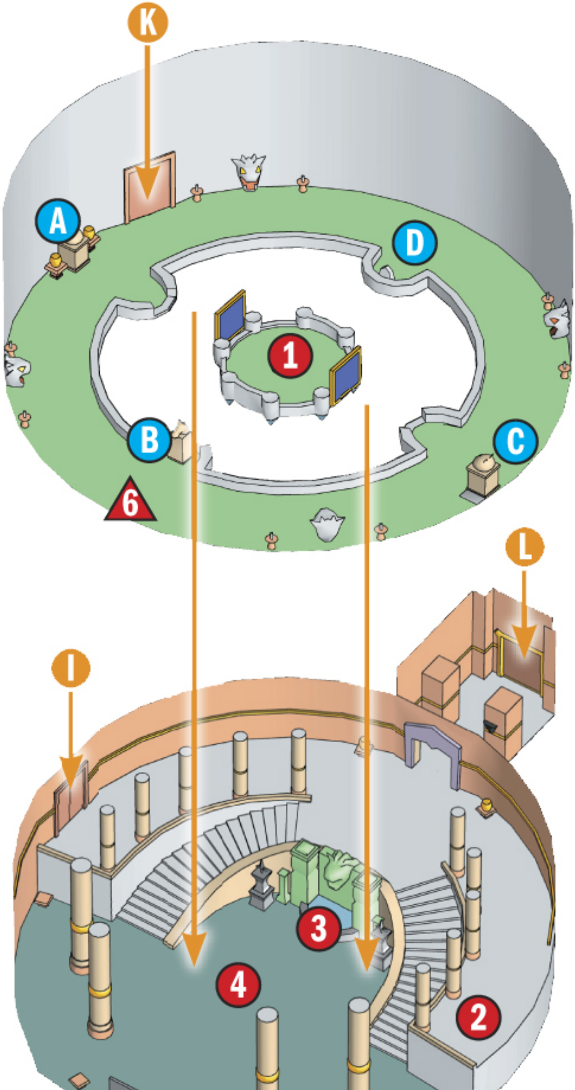
Access the crystal in the room to call a magic platform to you. Ride the platform to an exclusive high area above your same room. Again, use your Gravity spell to bring down a chest with an Osmose-G. Return to the Library and then use the second-floor door to access the Entrance Hall.

Step 6: Assemble the Heartless Insignia


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

You need to complete several tasks in the Entrance Hall to obtain the four Emblem Pieces that open the Heartless Insignia door. First, move around the balcony and light all the candles with your Fire spell. This extinguishes the flames in the large central brazier.

11-8 ENTRANCE HALL


K
A
D
1
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6
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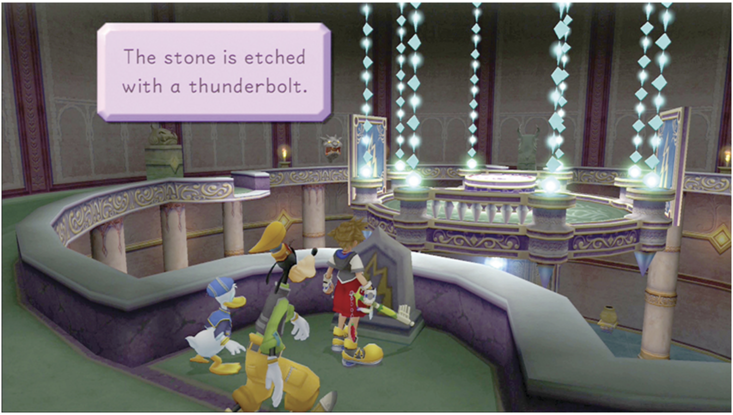
4
2

HEARTLESS EMBLEM PIECES

No.	Book
①	Emblem Piece
②	Emblem Piece
③	Emblem Piece
④	Emblem Piece

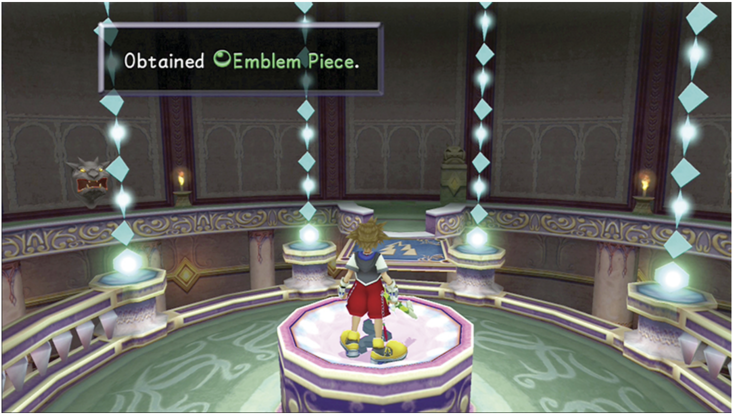
LIBRARY SHELVES

Location	Object
Ⓐ	Statue 1
Ⓑ	Statue 2
Ⓒ	Statue 3
Ⓓ	Stone

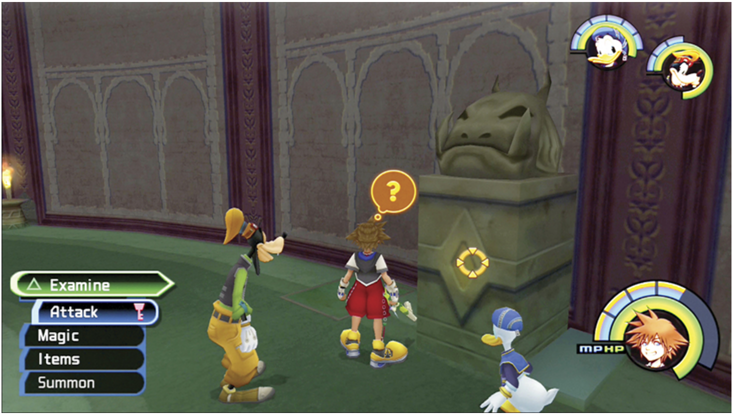


The stone is etched with a thunderbolt.

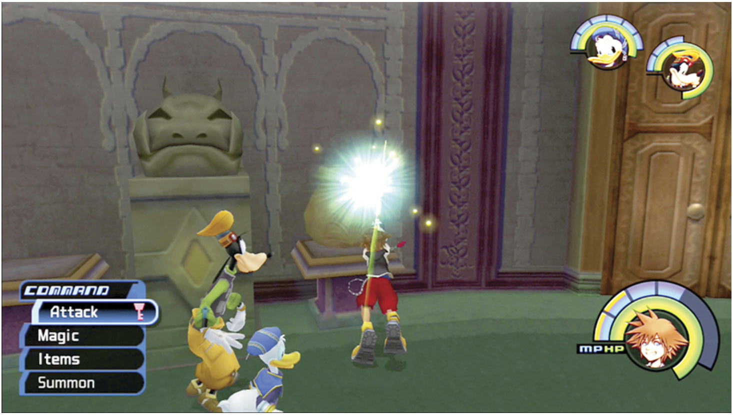
Continue clockwise around the balcony from the entrance to find a small stone etched with a lightning bolt. Use your Thunder spell on the stone to lower two platforms near the center platform.


Obtained Emblem Piece.

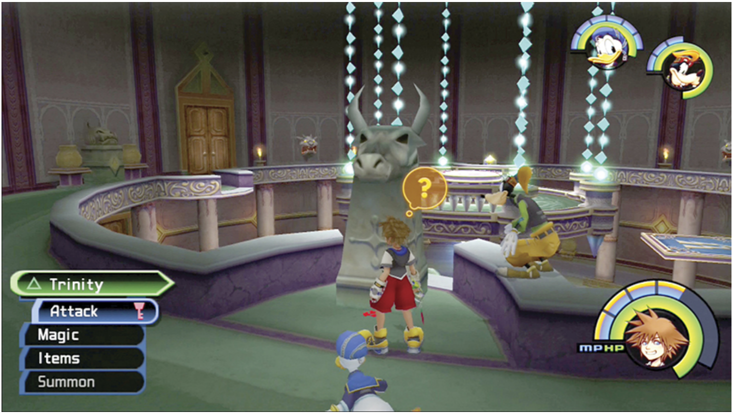
Glide over to the central platform or use the rising and lower platforms you just activated. Grab the first Emblem Piece from the extinguished brazier.


Examine
Attack
Magic
Items
Summon
MP HP

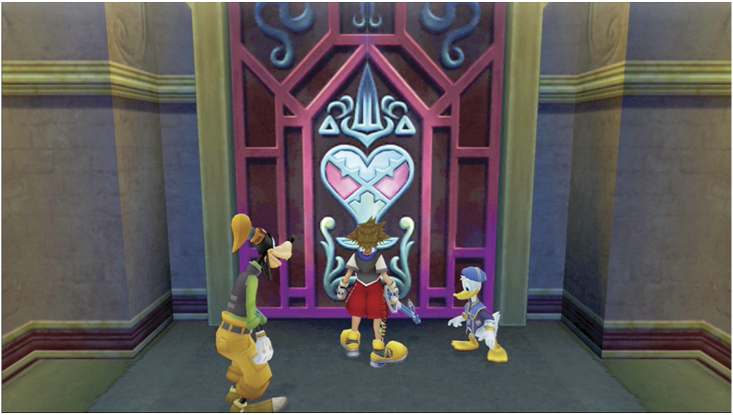
Head to the balcony opposite the library doors and look for a stone statue of a tusked creature. Push the statue to reveal a chest with the second Emblem Piece directly below on the lower balcony.

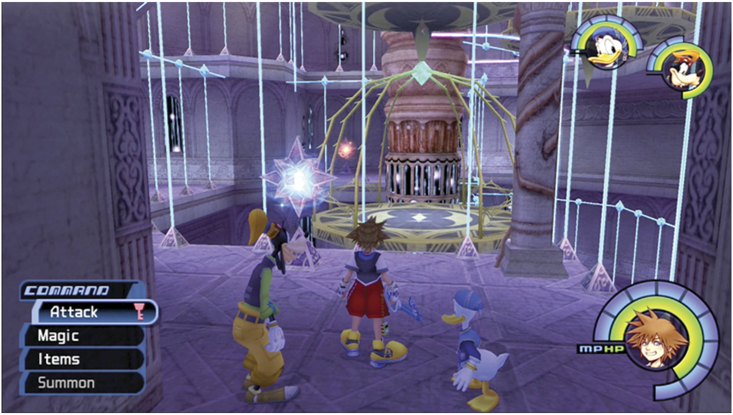

COMMAND
Attack
Magic
Items
Summon
MP HP

Another tusked statue with a vase on each side decorates the wall by the Library door. Smash both vases to spit the third Emblem Piece out of the fountain below.


△ Trinity
Attack
Magic
Items
Summon
MP HP

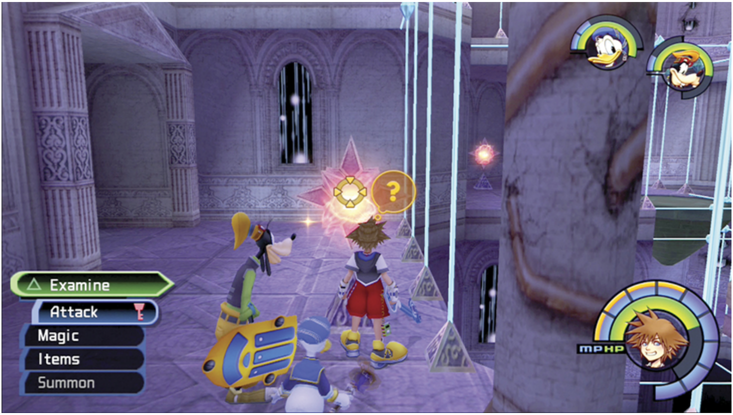
Find the bull-headed statue and use the red Trinity Mark to knock the statue to the floor below. It shatters to reveal the fourth Emblem Piece.

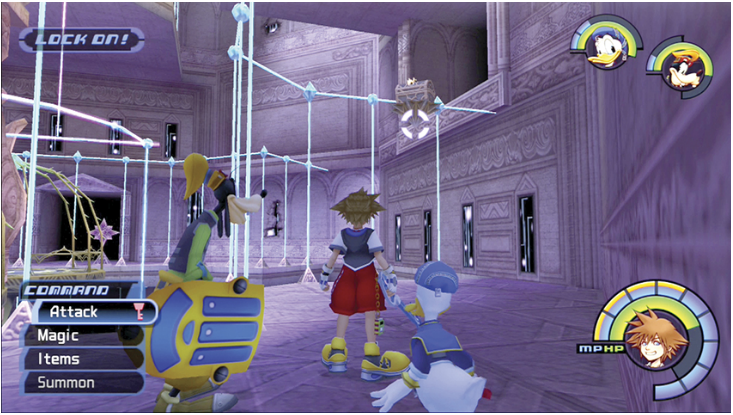



COMMAND
Attack
Magic
Items
Summon
MP HP

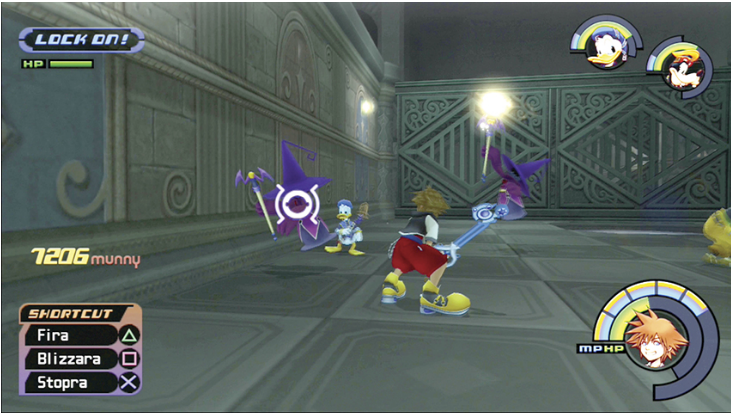
Enter the area with the Heartless Insignia door and place all four Emblem Pieces into the door. You will be transported to the entrance to the Lift Stop. Here your long journey begins to climb the castle.

Step 7: Ascend the Castle

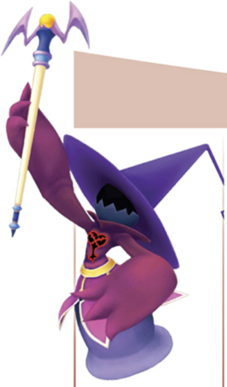

Examine
Attack
Magic
Items
Summon
MP HP


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

In the Lift Stop, walk to the second, red crystal and turn it blue. The nearby magic platform will now travel up instead of down. Examine the first crystal by the door to rise to the level above. Use your Gravity spell on the chest her to lower it for an Orichalcum. Return to the entrance ledge.


LOCK ON!
HP
7206 munny
SHORTCUT
Fira
Blizzara
Stopra
MP HP

Switch the crystal again so that the magic platform brings you down to a new entrance to the Waterway. Battle through Defenders and the new Wizards in the area. Jump on the rising platform to the right and return to the Lift Stop.

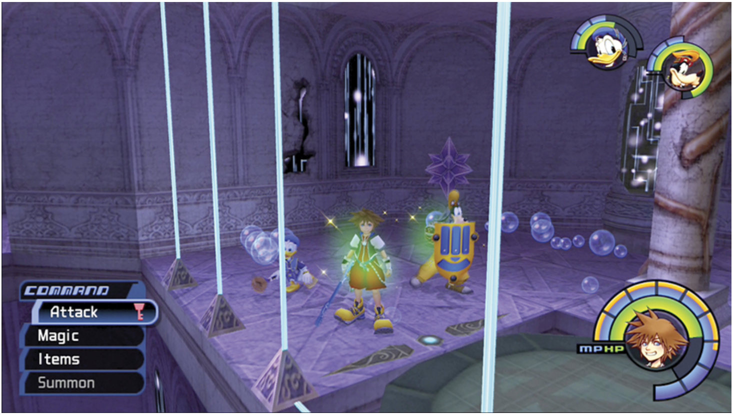


WIZARD

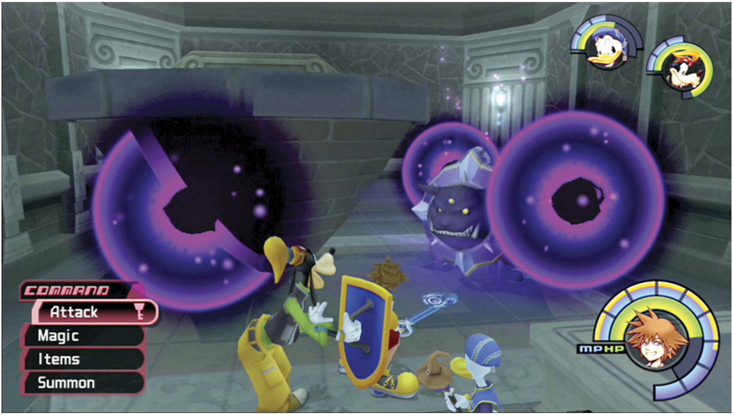
Area:	Traverse Town; Wonderland; Olympus Coliseum; Deep Jungle; Agrabah; Halloween Town; Hallow Bastion; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	75 / 90	HP balls	-			Weapon	100
STR	31 / 35	MP balls	Small x10, Large x3			Fire	0
DEF	24 / 27	Munny balls	-			Blizzard	0
EXP	90 / 150					Thunder	0
MP Recovery	42 / 47	1st Item	Ether	2	%	%Attack	50 / 40
		2nd Item	Shiny Crystal	2	%	Stop	50 / 20
Attack Type:	Fire, Blizzard, Thunder, Dark	3rd Item	Wizard's Relic	0.2	%	Stun	100
						No Type	100

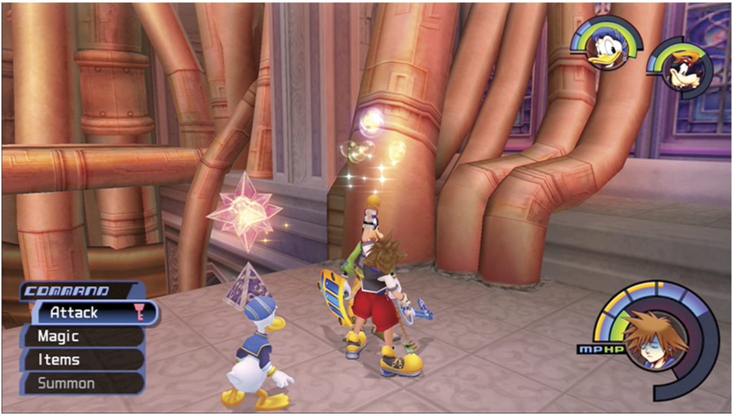
Details	-


COMMAND
Attack
Magic
Items
Summon
MP HP

Examine the red crystal in this small area to release a ton of MP balls and a Mythril. Ride back down to the Waterway, and use the other platform in the room. It descends to the Dungeon.

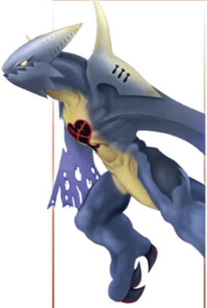

COMMAND
Attack
Magic
Items
Summon
MP HP

With Donald and Goofy in your party, you can now access the blue Trinity Mark you missed before. It releases a Mega-Ether, Cottage, and a Mega-Potion. Gather the items up and then retrace your steps to the entrance ledge in the Lift Stop.


COMMAND
Attack
Magic
Items
Summon
mp HP

Go past the crystals and take the Castle Gates door (do not go back through the Entrance Hall and out to the Castle Gates that way). Fend off the flying Wyverns here without sending yourself over the balcony railing. If the Wyverns circle in close, your Fire spell or Thunder spell work the best. Round the corner and activate the red crystal.

WYVERN



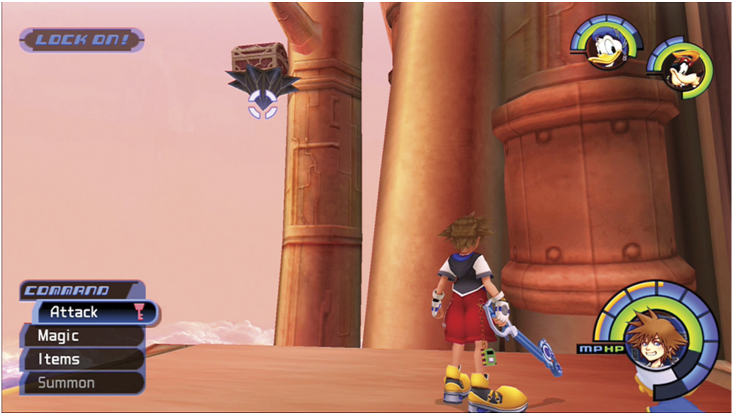
Area:	Traverse Town; Olympus Coliseum; Deep Jungle; Agrabah; Hollow Bastion; End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	135 / 150	HP balls	Large x3			Weapon	100
STR	31 / 35	MP balls	-			Fire	100
DEF	24 / 27	Munny balls	-			Blizzard	100
EXP	65 / 120					Thunder	100
MP Recovery	42 / 47	1st Item	Hi-Potion	2	%	%Attack	90 / 75
		2nd Item	Elixir	0.5	%	Stop	100 / 60
Attack Type:	-	3rd Item	Power Crystal	2	%	Stun	100
						No Type	100

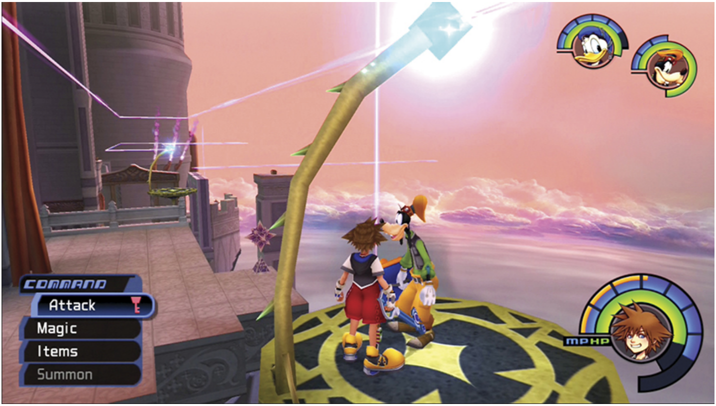
Details -

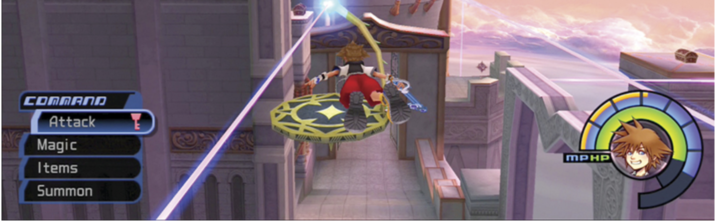
Caution

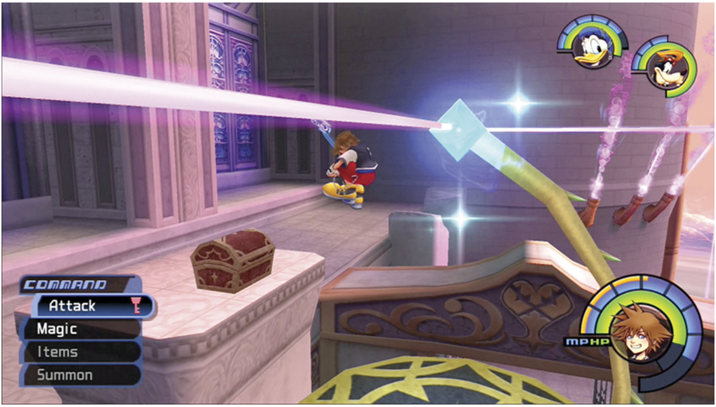
Be careful as you fend off the Heartless on the outer balconies. A single mistimed leap or swing can send you falling over the edge.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

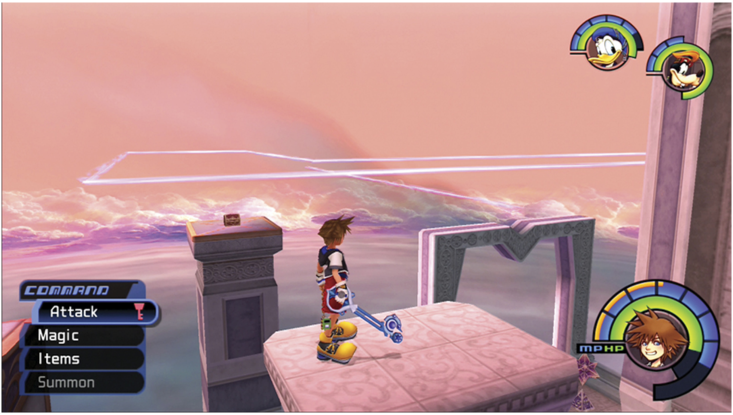
A magic platform moves overhead. Jump up to this platform and then Glide over to the orange platform with a chest floating high above it. Cast your Gravity spell to lower the chest and free Dalmatians 94, 95, 96.


COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

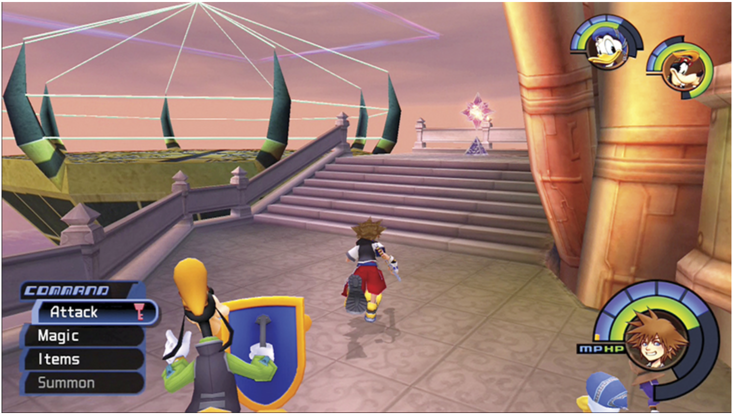
Take your time finding the next chest. Jump back up on the magic platform and wait until it comes close to a second magic platform back where you entered. Glide across to the second platform until you reach the corner. Leap up at the corner and land on a small ledge with a chest. Open the chest for a Haste2-G.

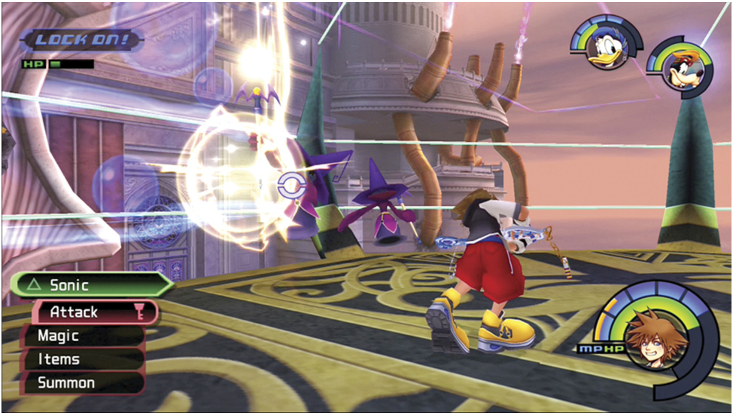

COMMAND
Attack
Magic
Items
Summon
MP HP

Jump back on the magic platform and watch for a floating column. Glide over to the floating column and open the chest there for an Orichalcum.

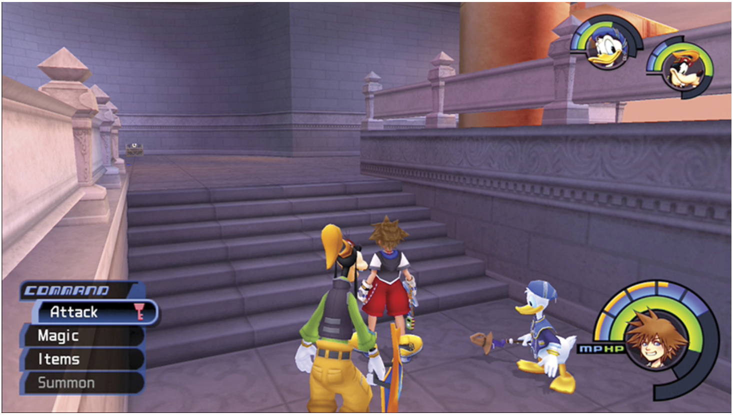
SHORTCUT
Fira
Blizzara
Stopra
MP HP

Ride the magic platforms back to the area near the orange platform. Defeat more Heartless on the way. Examine the blue crystal out on the edge of the ledge to ascend to the next level.

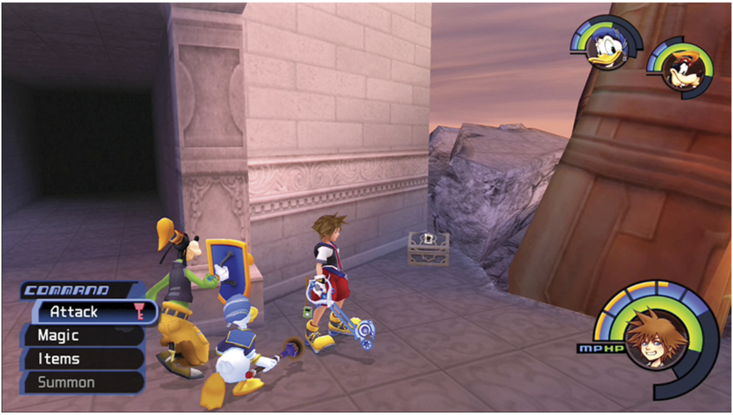

COMMAND
Attack
Magic
Items
Summon
MP HP


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

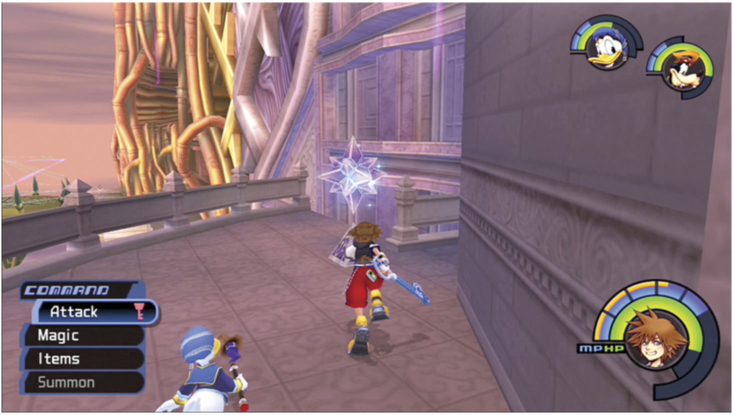
Take the stairs to the next red crystal. Hop on the platform and watch as it moves along the outside of the castle. When the Wizards appear, trash them all to make a new crystal appear in the middle. Activate that crystal.


COMMAND
Attack
Magic
Items
Summon
MP HP

The platform drops you off at a new set of stairs. Climb the stairs and open the chest straight ahead for a Thundaga-G. Activate the blue Trinity Mark in front of the chest for a Megalixir and two Cottages.

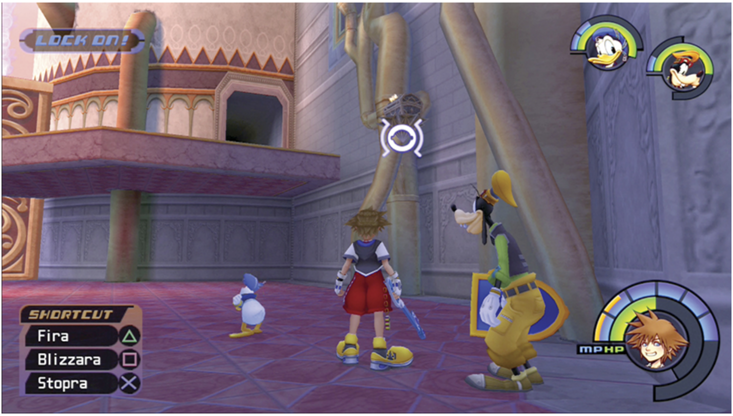

COMMAND
Attack
Magic
Items
Summon
MP HP

Take the side stairs down to the new Lift Stop entrance. Use the blue crystal to take the magic platform up. Head out through the new Great Crest access. Turn left at the doorway to find a chest with an Orichalcum.

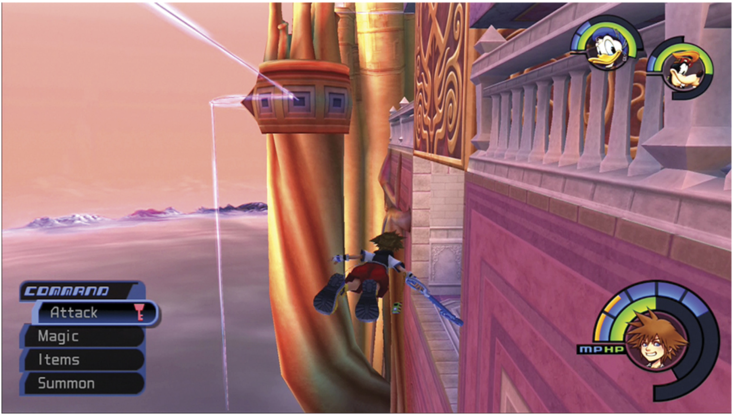

COMMAND
Attack
Magic
Items
Summon
MP HP

COMMAND
Attack
Magic
Items
Summon
MP HP

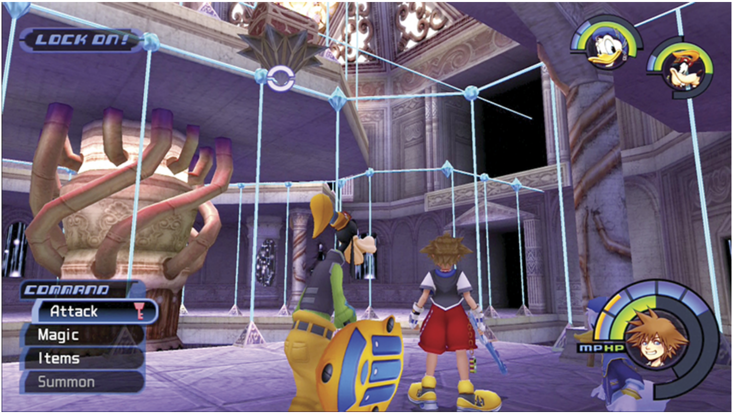
Examine the blue crystal to take a ride up to the next level. Rip through the Heartless in the area. You can ignore the red crystal for now.


LOCK ON!
SHORTCUT
Fira
Blizzara
Stopra
MP HP

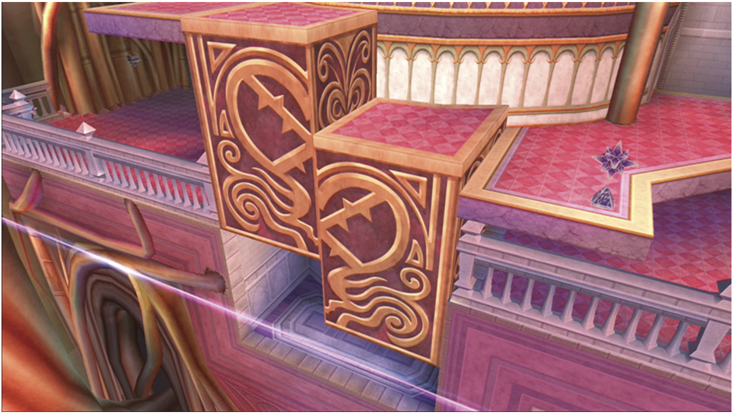
Cast your Gravity spell on the floating chest to bring it down to the floor. Open it for a Thundara Ring.


COMMAND
Attack
Magic
Items
Summon
MP HP

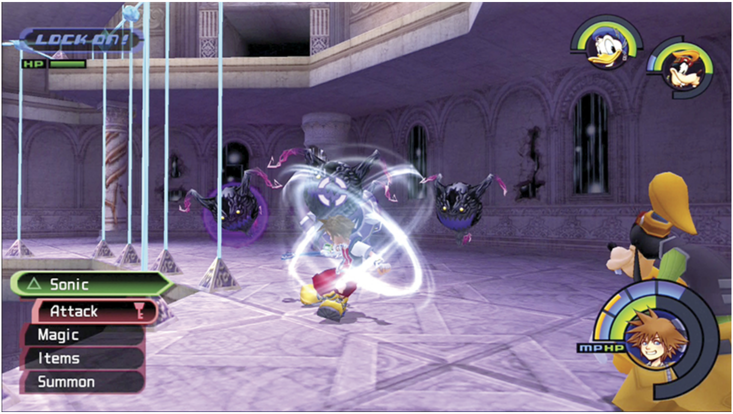
A hidden doorway lies below. To reach it, return to where the first platform dropped you off and take a leap of faith. Jump off the edge and Glide along the castle until you see an opening under the two massive blocks in the center of the area. Fly in to this area and enter a new Lift Stop area.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP HP

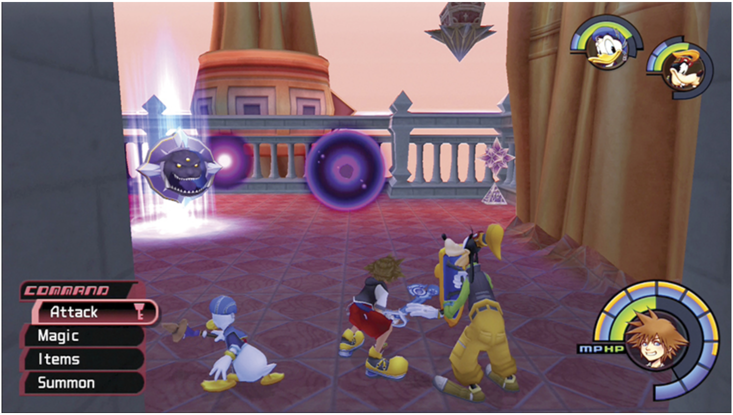
Cast your Gravity spell on the chest floating overhead in this small area. Open the chest for the Royal Crown.



When you leave, Glide as far to the left as you can. You will fall down to the level below where it is easy to return to the High Tower area. Back up top again, activate the red crystal to lower the first half of the huge block.

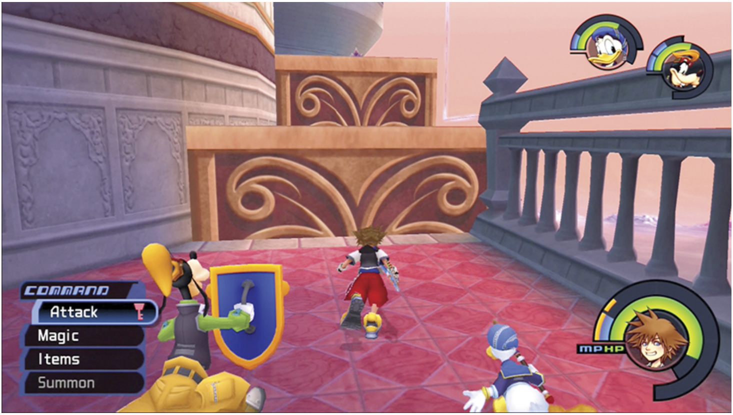

LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

Enter the doorway in the area to go back into the Lift Stop. Battle through the Heartless that appear and use the exit on the far side to take you to the other side of the High Tower area.


COMMAND
Attack
Magic
Items
Summon
MP HP

COMMAND
Attack
Magic
Items
Summon
MP HP

Trounce all the opponents out on the High Tower balcony and then use your Gravity spell on the floating chest. Open the lowered chest for an Osmose-G.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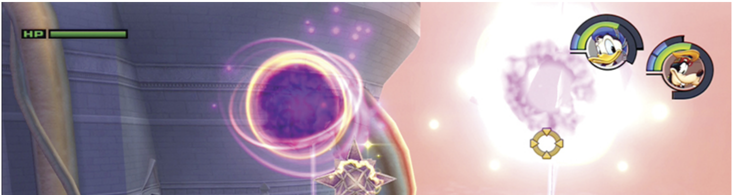
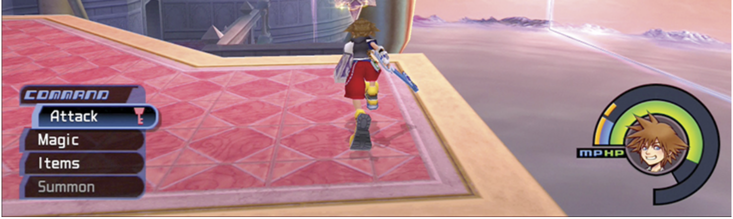
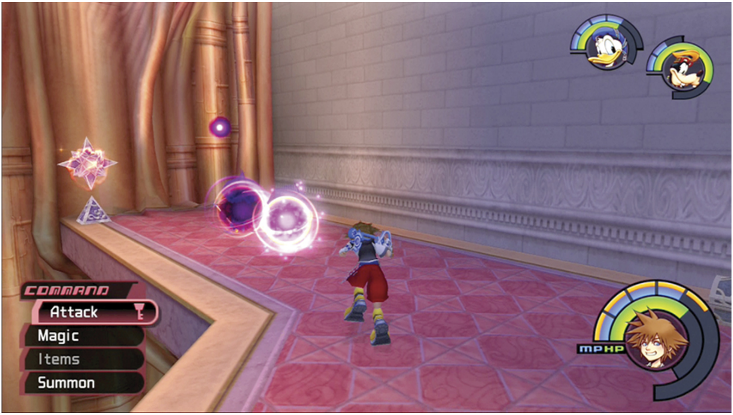
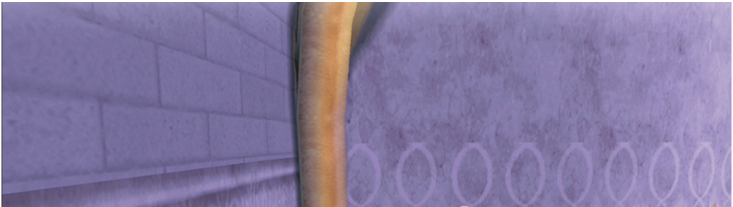


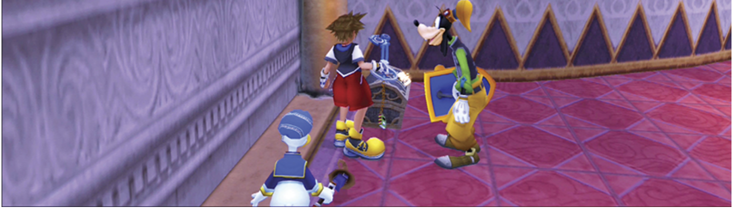

COMMAND
Attack
Magic
Items
Summon
MP HP

Examine the red crystal to lower the second half of the massive block. Use the blocks as stepping stones and jump up to the higher balcony. Fight through the Heartless—extra careful not to fall off here—and use the yellow crystal to raise the second block back up.

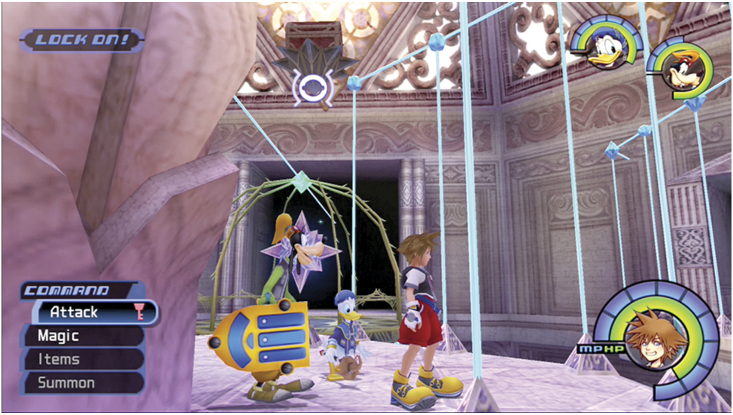

COMMAND
Attack
Magic
Items
Summon
MP HP

Climb up to the higher level and activate the crystal here as soon as you dispatch all the Wizards and Wyverns trying to knock you over the edge. This crystal opens a new path for the magic platform at the Lift Stop off the secret room in the Library.

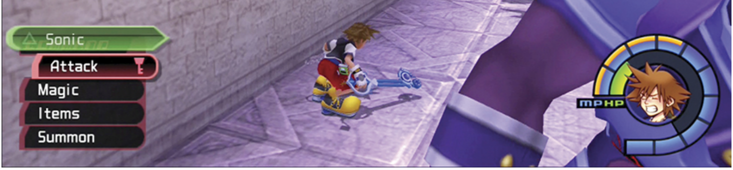




Open the chest in the corner for a Megalixir.


LOCK ON!
COMMAND
Attack
Magic
Items
Summon
MP
HP

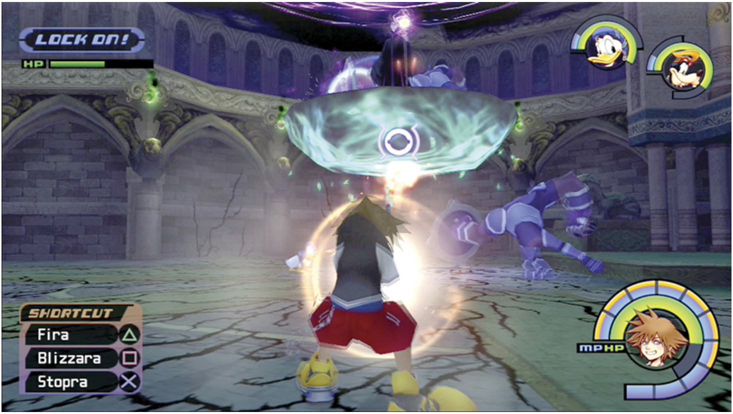
If you want to get a new special item, return to the Library and enter the secret room. Take the new platform path to a hidden area. Use your Gravity spell on the chest there for the Ramuh Belt.


Sonic
Attack
Magic
Items
Summon
MP
HP

Return back up to the High Tower area. Enter the door around the corner from the massive blocks. Cross the short Lift Stop corridor to the Castle Chapel entrance.

Step 8: Maleficent

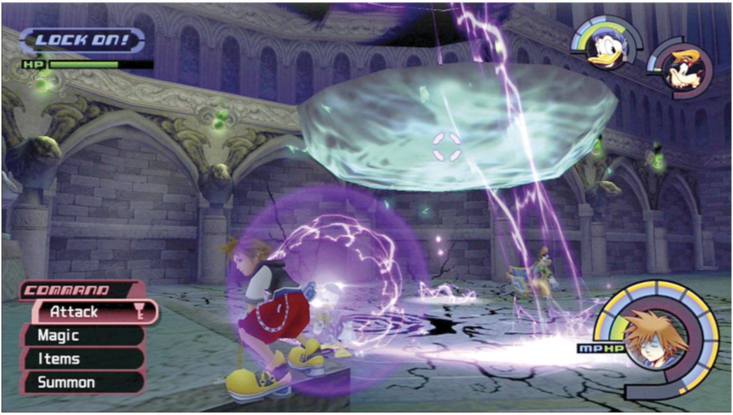
HP	900
Strength	31
Defense	24
EXP	6000


LOCK ON!
HP
SHORTCUT
Fira
Blizzara
Stopra
mp HP

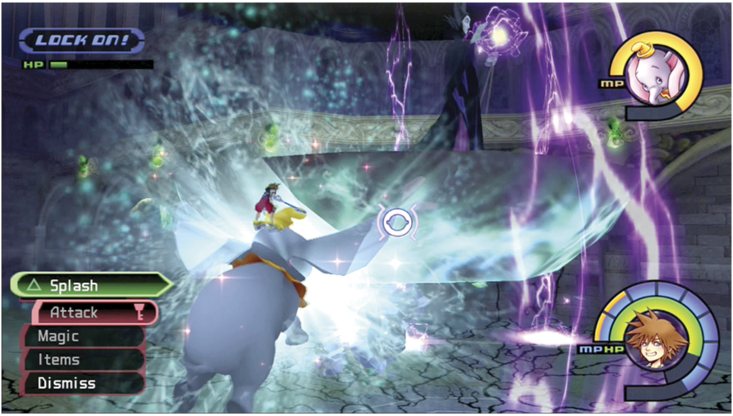
You square off against Maleficent in the Castle Chapel. She rides a glowing green platform with a set of HP all its own. The key to the battle is to constantly attack Maleficent's platform when it's up in the air to bring it down. Only when Maleficent is on the ground is she vulnerable to damage.

Tip

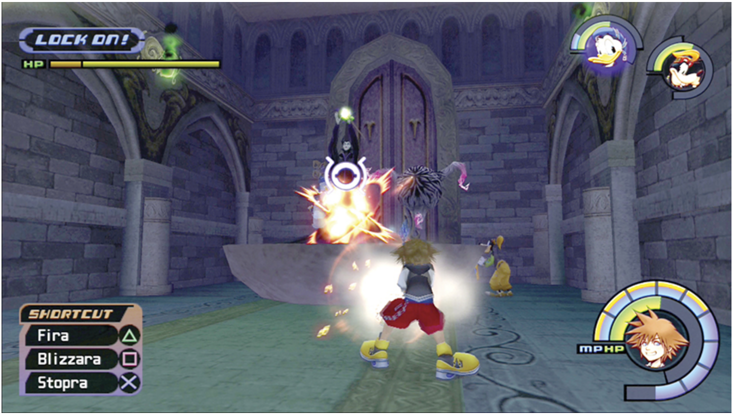
Use your Gravity spell to bring down Maleficent's floating platform quickly!


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

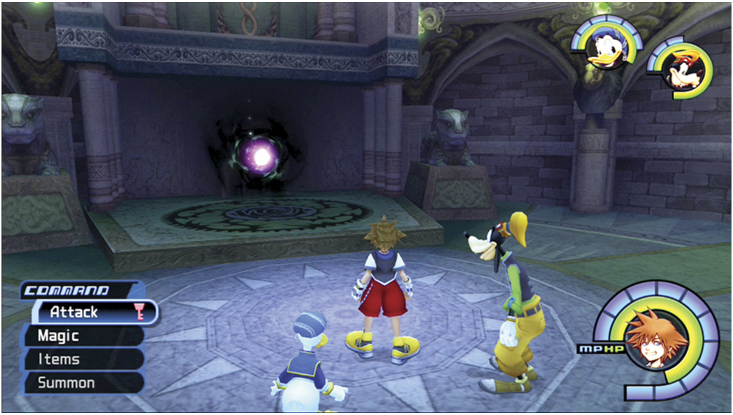
Maleficent will use her purple lightning attacks and blue meteor swarms to drive you away and deal serious damage. Dodge Roll away from the lightning, or sit under her floating platform, where it's difficult for her to target. Meteors will fly down the Chapel at you on one side or the other, so keep to the opposite side and Dodge Roll if a collision seems eminent.


LOCK ON!
HP
MP
△ Splash
Attack
Magic
Items
Dismiss
MP HP

You might want to summon some reinforcements for this battle. Summons like Dumbo can fly up to Maleficent and his water attack can hose her down. Bambi's MP balls are a great resource if you're casting a lot of magic during the fight.


LOCK ON!
HP
SHORTCUT
Fira
Blizzara
Stopra
MP HP

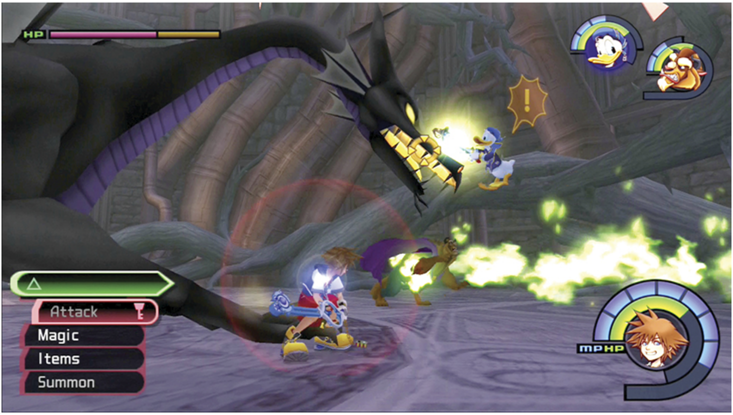
Fire away at Maleficent with your ranged spells or get up close with combos when her platform drops near you. Ignore her Heartless minions as best you can; only deal with them if you want some more MP balls to drop. Pour on the damage and you can drive Maleficent into retreat. For your victory, you receive Donald's Cheer ability and Ansem's Report 5.


COMMAND
Attack
Magic
Items
Summon
MP HP

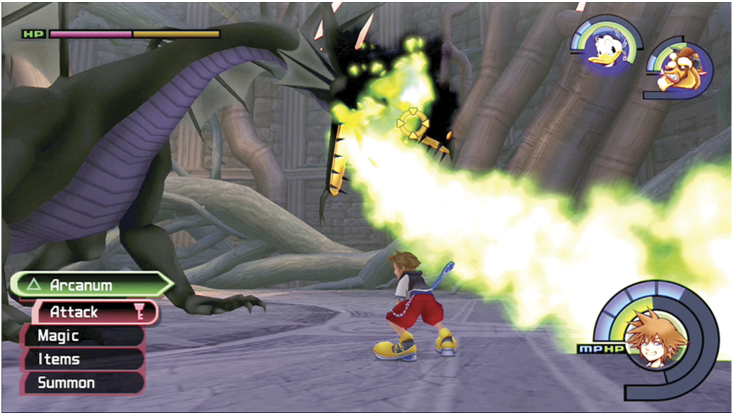
Maleficent is beaten, but not defeated. She retreats through a portal, leaving you time to explore the Castle Chapel. Make sure you save your game at the save point and stock up on items before confronting Maleficent's Dragon.

Step 9: Dragon

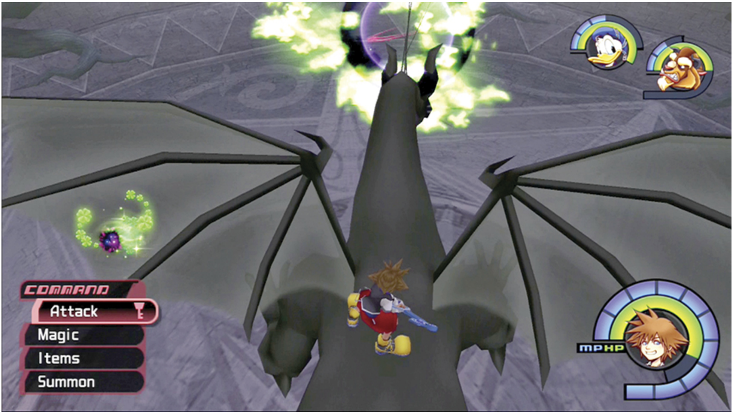
HP	1200
Strength	31
Defense	24
EXP	6000


HP
Attack
Magic
Items
Summon
MP HP

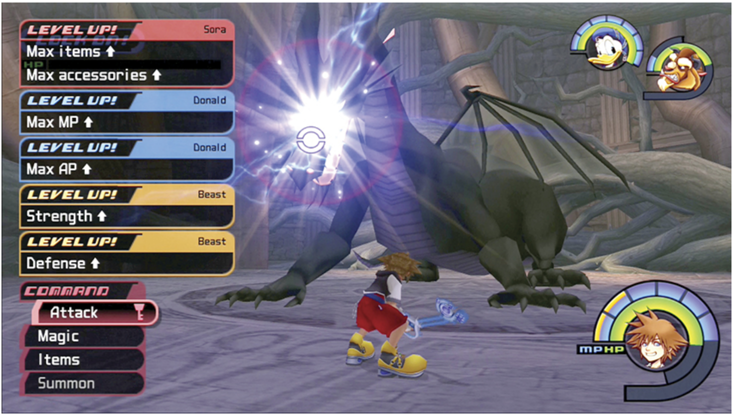
This is one of the toughest boss fights of the game, so it's time to do a little customizing. Load up your item slots with Ethers and Megalixirs. Equip abilities like Strike Raid and Ars Arcanum for extra punch, even if you have to remove minor abilities to do so (you can always switch back later). Most likely, you'll want to add the Beast to the party instead of Goofy. Finally, make sure your magic shortcuts are set to use Aero and Cure spells as often as needed.


HP
Arcanum
Attack
Magic
Items
Summon
MP HP

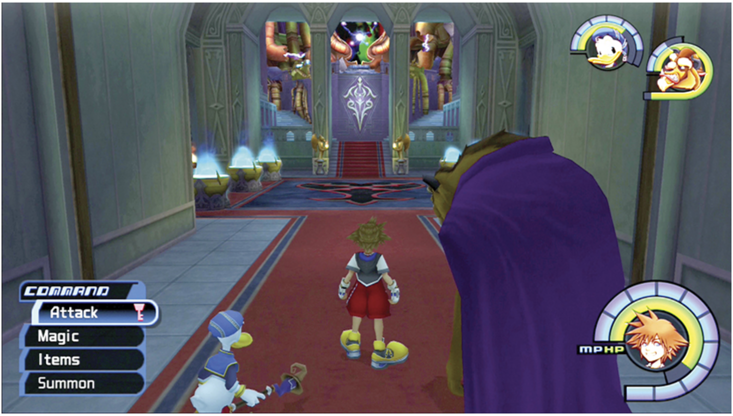
Avoid the area in front of the Dragon at all costs. The Dragon's fire breathing roasts anything in its long range, and you don't want to be standing around there. If it attempts to stomp you with its shock wave attack, jump up and Glide out of harm's way.


COMMAND
Attack
Magic
Items
Summon
MP HP

To unleash maximum damage, jump up the Dragon's rear legs and climb on its back. Run up the length of its spine and trigger Strike Raid when its head reaches your level. Keep chaining combos, and when the "Raid" command appears, perform it quickly. If you can execute this several times, the final "Judgment" command appears for max damage.


LEVEL UP! Sora
Max items ⬆
Max accessories ⬆
LEVEL UP! Donald
Max MP ⬆
LEVEL UP! Donald
Max AP ⬆
LEVEL UP! Beast
Strength ⬆
LEVEL UP! Beast
Defense ⬆
COMMAND
Attack
Magic
Items
Summon
MP HP

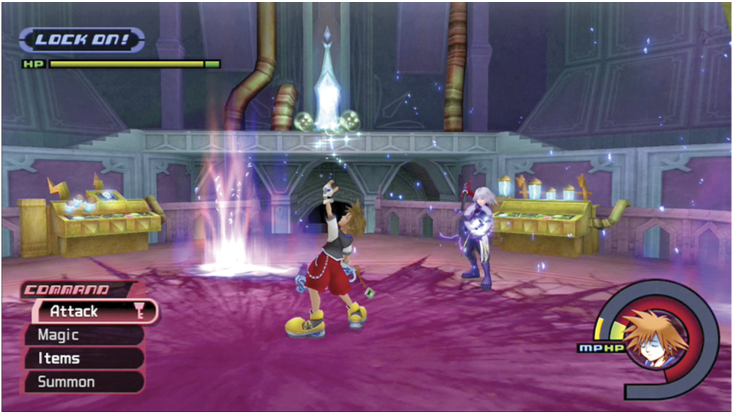
You will need to replenish magic often. Pop your Ethers and Megalixirs and continue the assault. The longer you stay on the Dragon's back, the better. If you get thrown off and can't climb back on, use Ars Arcanum from the ground to strike at the Dragon's nose. After this tremendous fight, you're rewarded with the Fireglow gem.


COMMAND
Attack
Magic
Items
Summon
MP HP

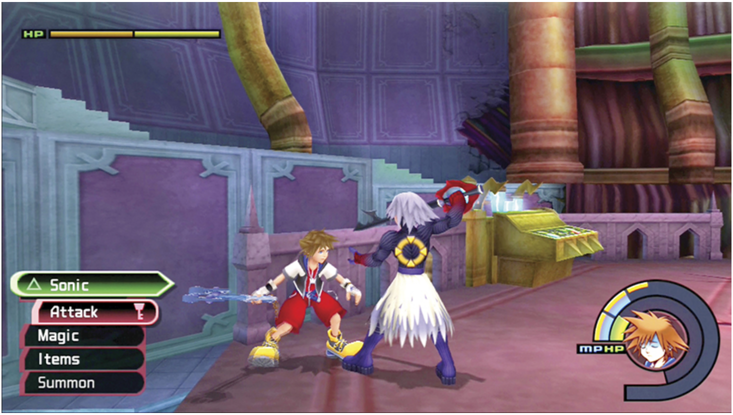
Exit through the glowing portal and back to the main section of the Castle Chapel. A new passageway opens next to the save point. Before you move to the next boss fight, you will have to customize to beat a super-fast foe. Load up on the Guard, Counterattack, and Ars Arcanum abilities if you don't already have them active; your Cure spell should be a magic shortcut; and trade out whatever key chain you have for the Olympia. Save your game and head through the new passage and into the Grand Hall entrance on the short Lift Stop ledge.

Step 10: Riku II

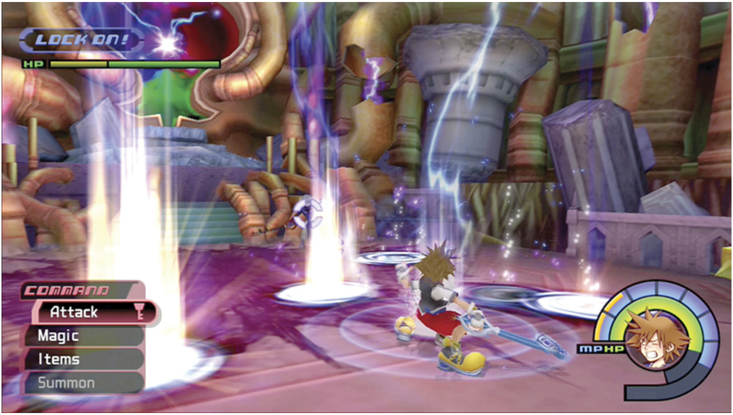
HP	900
Strength	31
Defense	24
EXP	8500

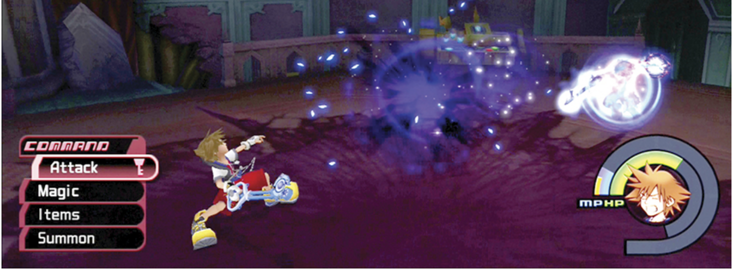

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Riku moves so quickly that you may as well forget about casting lengthy spells, which will bounce right off of him, anyway. Fire off a quick Cure spell when below half-health, but other than that, you're going to have to rely on your fighting tactics and special abilities. Oh, and it's just you, with no companions, against Riku.

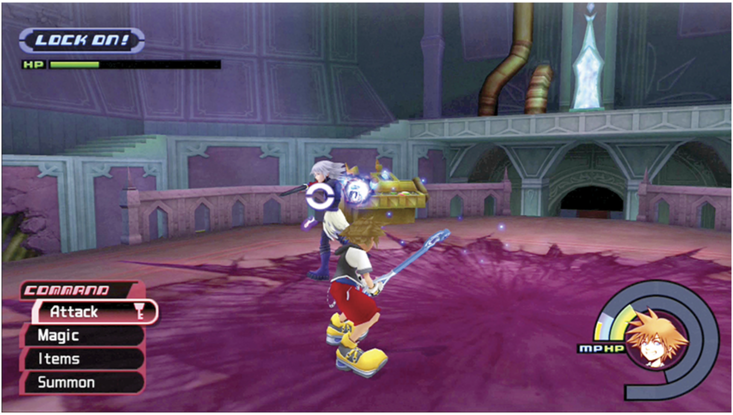

HP
Sonic
Attack
Magic
Items
Summon
MP HP

Be on your Guard against his attacks. Use the Guard ability to deflect Riku's attacks, and the Counterattack kicks in. If timed well, you will recover quickly and land a series of blows before Riku himself can recover.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

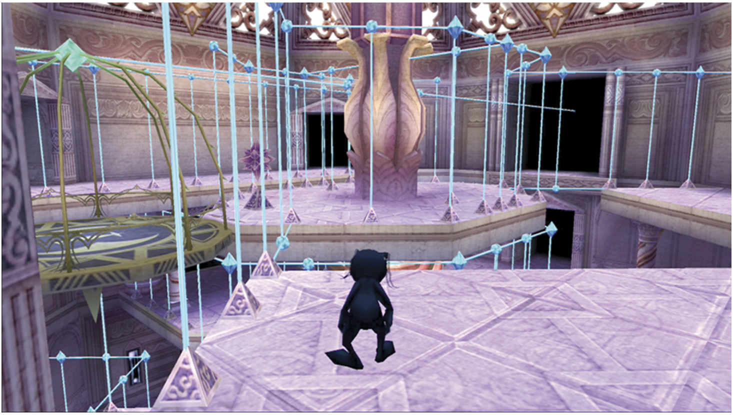
Riku's two other attacks hurt. He has an attack that resembles Strike Raid, where he throws his blade at you. It's possible to deflect it back at him, but it's usually smarter to dodge. When Riku powers up, High Jump and Glide to stay airborne and avoid his rapid-fire attacks back and forth across the battlefield.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

If you can daze Riku even for a moment, get in close and trigger Ars Arcanum. When you show him who is the true master of the Keyblade, you send him fleeing and you lay claim to the Ragnarok ability.

Step 11: Become a Shadow!

You manage to give the princesses back their hearts, but possibly at the cost of your own—you reform as a Shadow with no idea how to escape your dark fate.



You control a Shadow until you can reunite with your friends. No Heartless will attack you as a Shadow. You just have to descend the castle as quickly as possible. The fastest method is to jump off the outer ledges until you reach the bottom level.

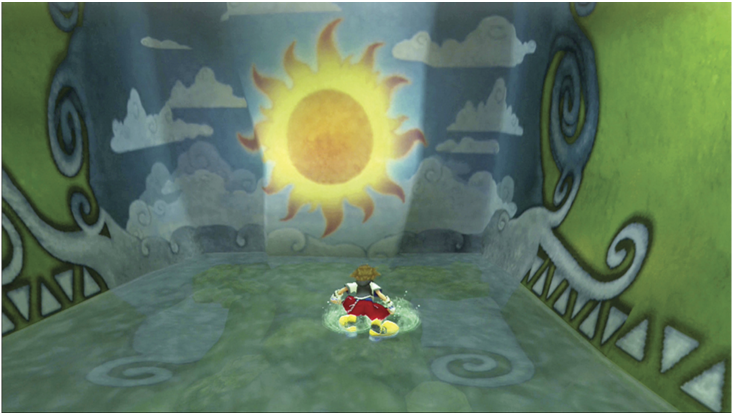
Track Donald, Goofy, and Kairi to the Entrance Hall. You will revert back to your normal form just in time to drive some real Shadows away. You say farewell to the Beast for now as you head back to Traverse Town.

Step 12: Return to Traverse Town

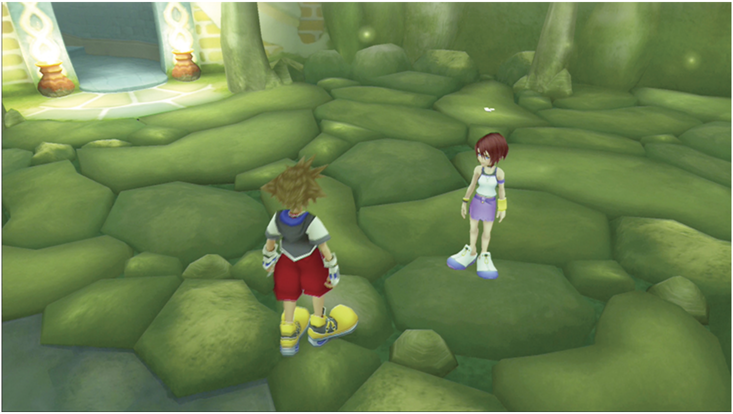
COMMAND
Attack
Magic
Items
Summon
MP HP

You automatically return to Traverse Town to the secret headquarters where you fill in Leon, Yuffie, and Aerith on what's been going on.

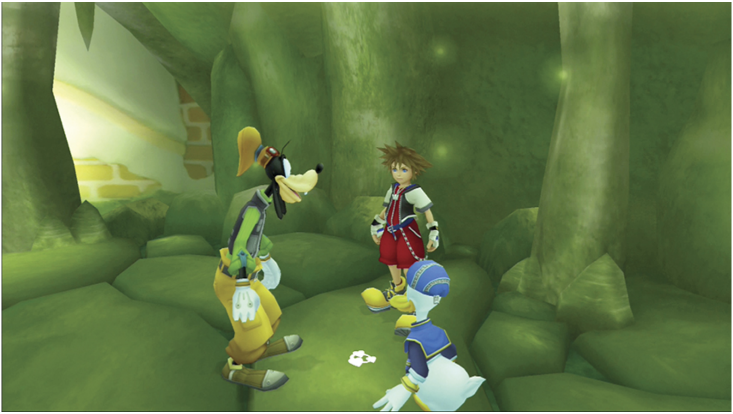
Next, go see Cid behind the Accessory Shop. He sends you to the Secret Waterway at the back of the Alleyway to pick up a new gummi block for your ship. This way, when you return to Hollow Bastion, you can avoid all the Heartless that are pouring into space around the world.



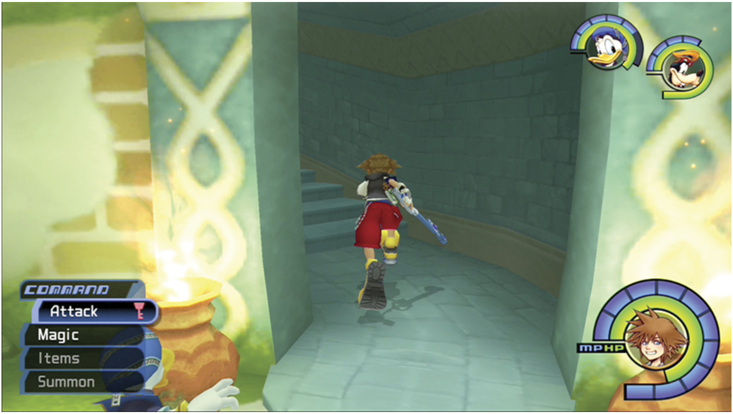
Head to the Secret Waterway and speak to Kairi on the shore. She gives you hints about the mysterious mural in the alcove. Swim out to the mural and recover a special Navi-Gummi for your ship.

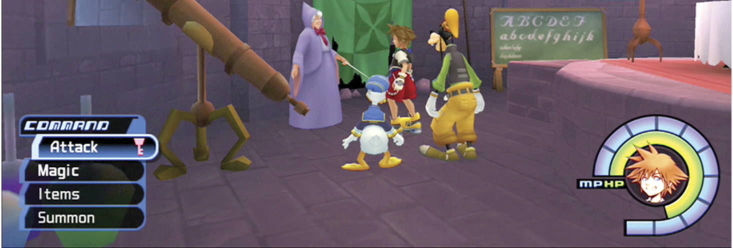


Talk to Kairi again on the shore. After some talk about getting Riku back, she gives you the Oathkeeper key chain.



Use the white Trinity Mark behind Kairi to gain an Orichalcum.


COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

Take the stairs in the Secret Waterway up to the Magician's Study. Speak with the Fairy Godmother and she will transform the Fireglow gem into a Mushu summon.

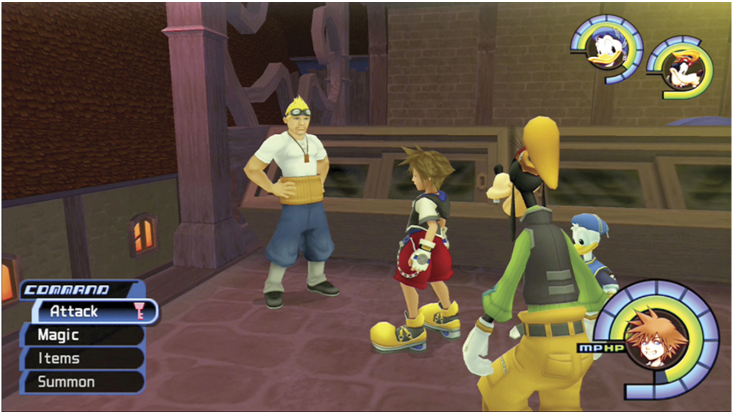
Essential Upgrade: Mushu Summons

Required MP: 2

Duration of Summon: Max MP x 8.3 seconds

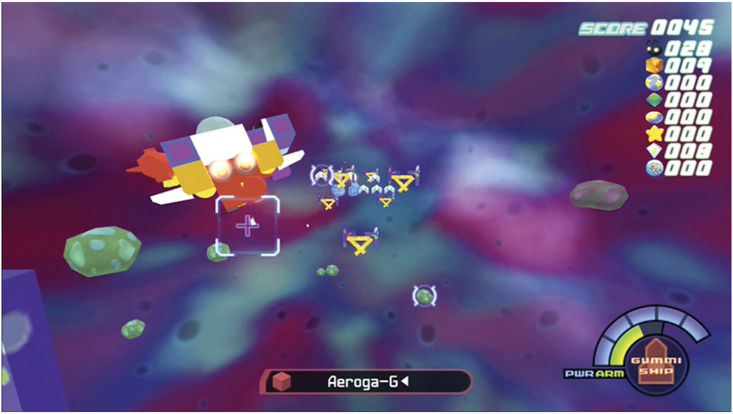
Special Attack: Fire Breath (.06 MP)

Mushu likes to breath fire—lots of fire! He spits three fireballs in rapid succession at opponents in your line of sight or locked-on targets. The fireballs travel very far and you can keep shooting continuously, though you are unable to jump during this time.

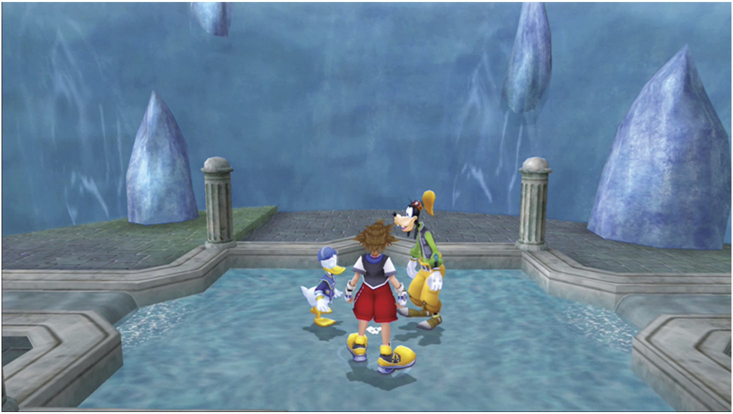

COMMAND
Attack
Magic
Items
Summon
MP HP

Seek out Cid once again. He offers to fix up your ship with the new Navi-Gummi for no costs. After he's done, stock up on anything you need in Traverse Town and warp back to Hollow Bastion.

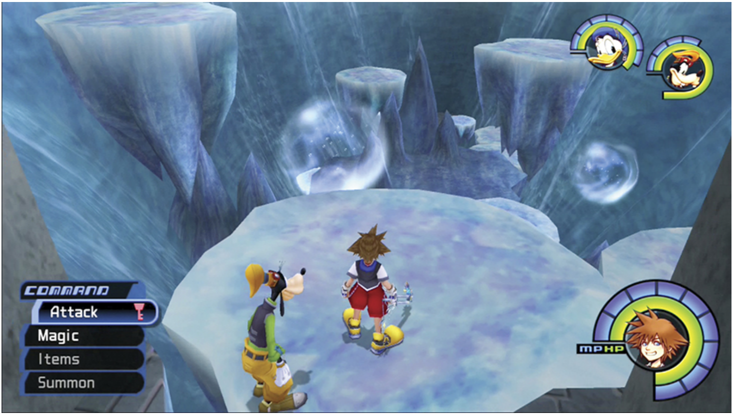
Step 13: Return to Hollow Bastion

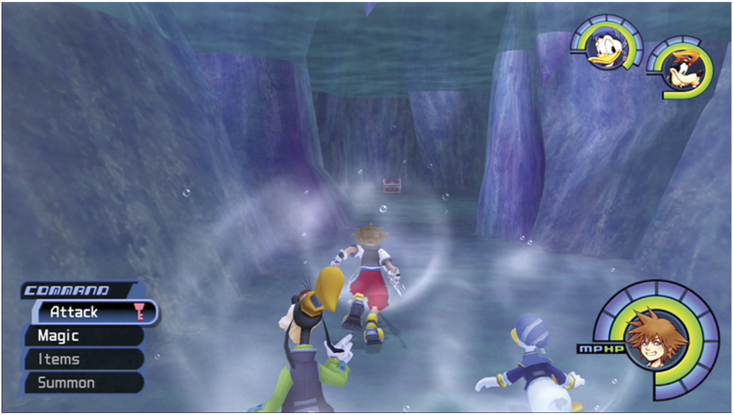

SCORE 0045
028
009
000
000
000
000
008
000
Aeroga-G
PWR ARM
GUMMI SHIP

Use the new warp hole next to Traverse Town to zoom directly to Hollow Bastion. Note that the Battle Levels of many of the worlds have now doubled and the Heartless types in each world have expanded. It's gotten tougher to travel around.

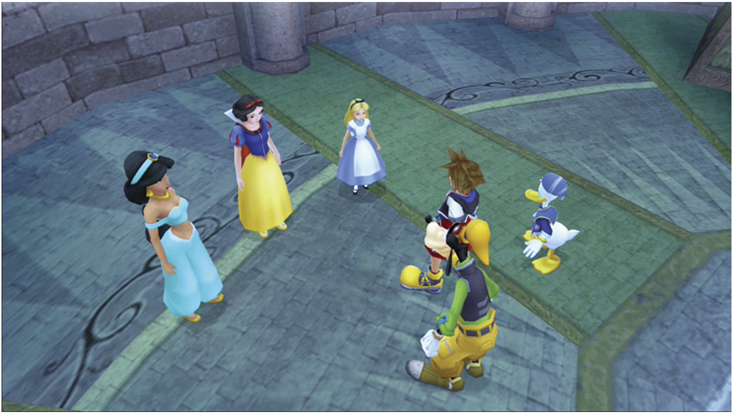


You meet the Beast at Rising Falls. You might want him in your party for his brawn, but hold off for now—you need Donald and Goofy for the white Trinity Mark in the pool at the top of Rising Falls. Jump and Glide up the platforms and activate the white Trinity Mark for a Thundaga-G.

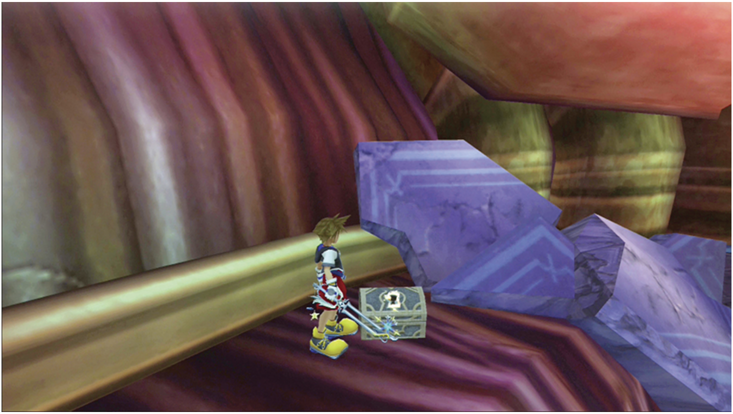

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

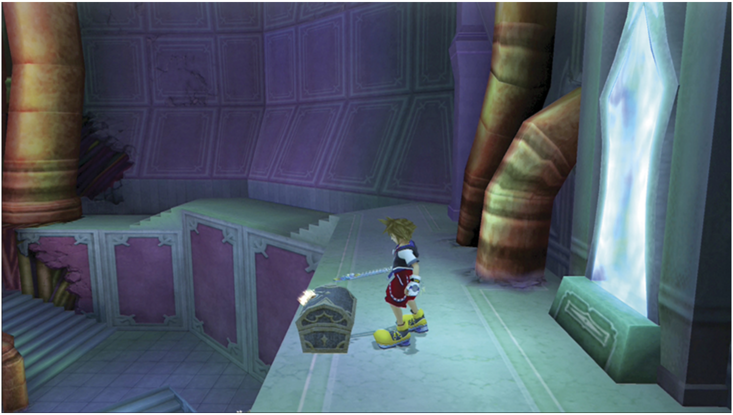
Turn to your right and head through the stone arch. Glide out and into the new bubble on the left that's appeared since your last visit. The bubble takes you to a secret underwater area with a red chest. Open the chest for a Defense Up.

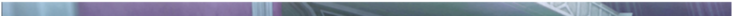


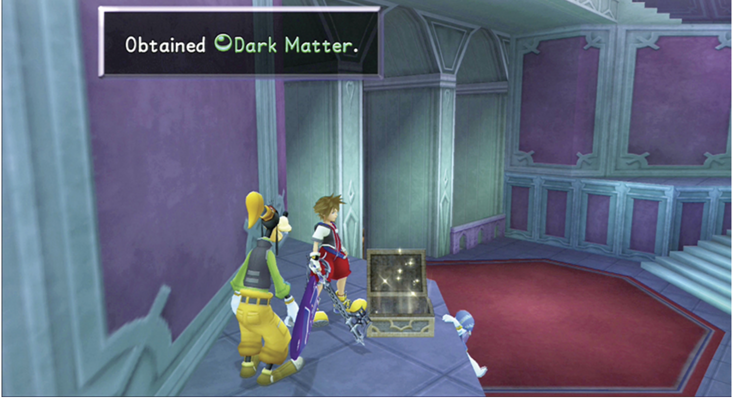
Now it's time to speak with the princesses. Battle your way back up to the Castle Chapel. Speak with the five princesses standing around the Chapel (Belle is in the Library; Kairi is back in Traverse Town). They urge you to seal the Hollow Bastion keyhole before too much more darkness seeps in.



Enter the Grand Hall through the passageway by the save point. Fight through all the Heartless in the room and then head to the back-left corner near the machinery. A chest tucked in the corner releases Dalmatians 61, 62, 63.



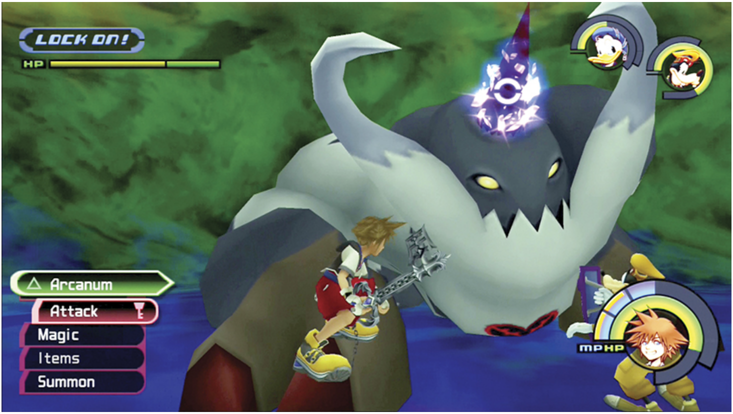



Obtained Dark Matter.

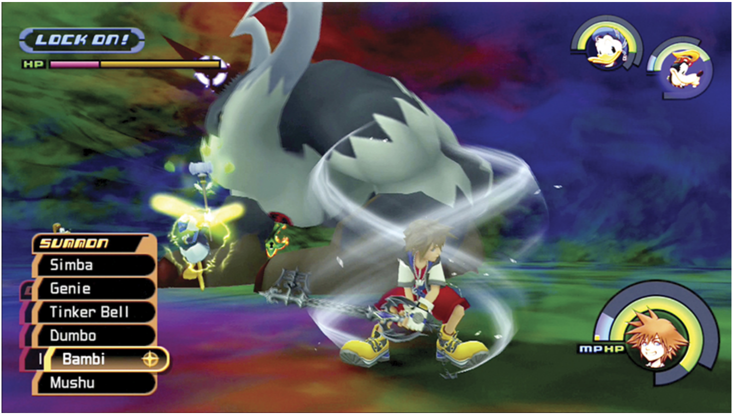
A second chest near the same balcony by the glowing window holds the Oblivion key chain. A third chest on the ledge below contains Dark Matter. Return to the save point and load up on items for the Hollow Bastion's final boss fight.

Step 14: Behemoth

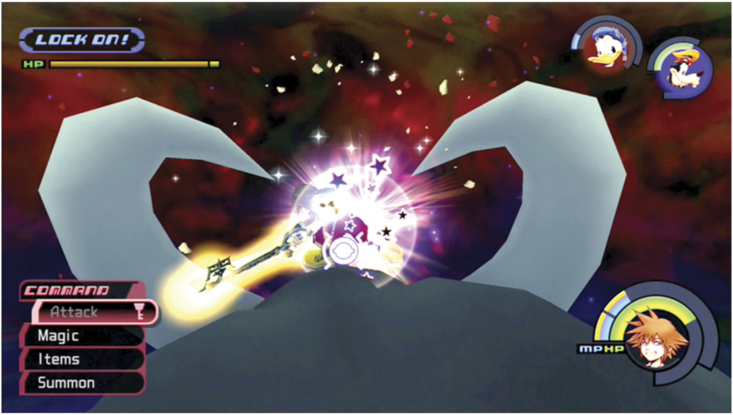
HP	1350
Strength	35
Defense	27
EXP	16000


LOCK ON!
HP
Arcanum
Attack
Magic
Items
Summon
MP HP

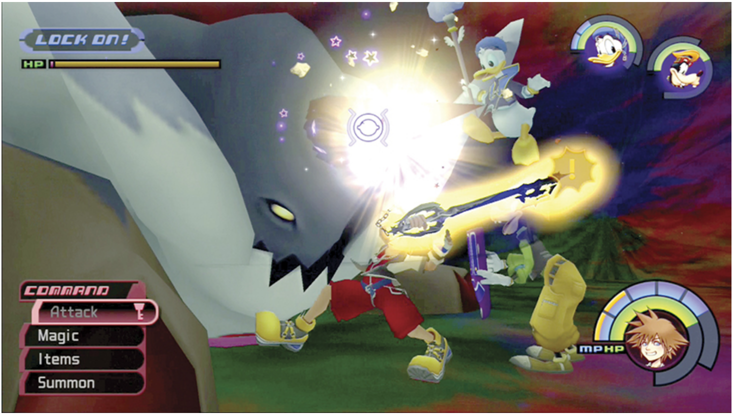
You will have to bring this Behemoth down with nothing but your Keyblade and abilities. It's immune to all your magic spells. Don't stand out in front of its frontal attacks, and when you see its horn start glowing and forming an energy ball, duck underneath the Behemoth for cover from the damage.


LOCK ON!
HP
SUMMON
Simba
Genie
Tinker Bell
Dumbo
Bambi
Mushu
MP HP

You may not have your offensive spells, but you have your defensive ones. Cast your Aero spell to reduce damage and your Cure spell to heal back HP after any brutal Behemoth assault.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

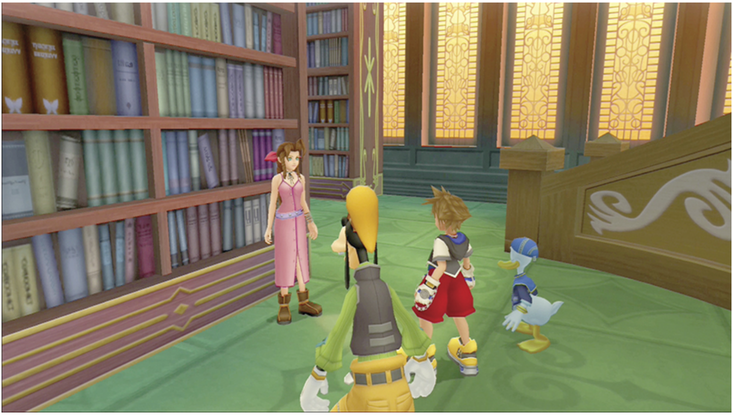
The best way to deal damage is to climb up on its back. Glide behind the Behemoth and use its legs to jump up to its back. Position yourself behind the horn and massacre it with combo after combo. You can do more damage by triggering an ability like Ars Arcanum; however, sometimes your flurry will carry you off the Behemoth.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

When the Behemoth slouches forward, strike the horn as many times as you can. When it rears back up again, circle around to its back and repeat your attack pattern. It has a ton of HP, but your weapons and abilities are dealing more damage, so it won't be too long before you tumble the titan. You earn an Omega Arts for your victory.

Step 15: Seal Hollow Bastion

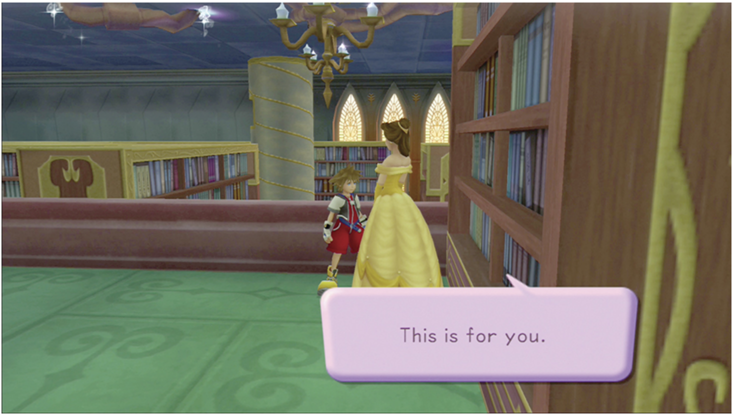
You finally manage to seal the Hollow Basion keyhole with the Behemoth's demise. As a reward, the princesses upgrade your Fire spell to Firaga.



Return to the Library, where a surprise visitor has gifts for you. Aerith stands in front of the bookshelf by the stairs. She hands you Ansem's Reports 2, 4, 6, and 10. Speak to her two more times to upgrade your Cure spell to Curaga.

Belle

The Beast's true love, Belle, is one of the seven princesses used to open the Hollow Bastion keyhole. Belle can see beyond the Beast's hideous features and into his noble heart.



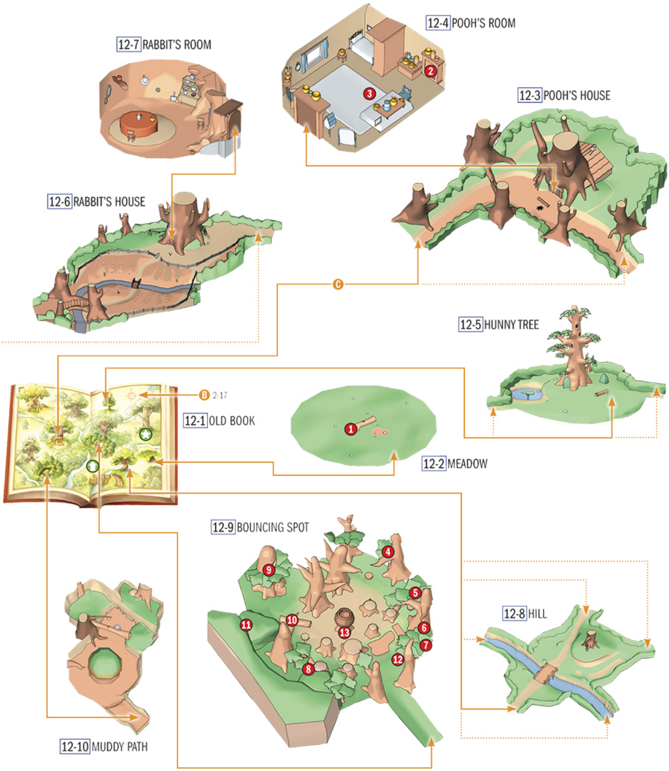
This is for you.

Continue upstairs and speak with Belle. She gives you the Divine Rose key chain.

Note

After completing Hollow Bastion, you may want to visit Hundred Acre Wood in Merlin's Old Book or try the tournaments at the Olympus Coliseum before heading off to the End of the World. There are also some unique bosses that have appeared on the worlds. See the "Secret Bosses" chapter for details.

Hundred Acre Wood


12-7 RABBIT'S ROOM
12-4 POOH'S ROOM
2
3
12-3 POOH'S HOUSE
12-6 RABBIT'S HOUSE
C
12-5 HUNNY TREE
B 2-17
12-1 OLD BOOK
1
12-2 MEADOW
12-9 BOUNCING SPOT
4
9
5
10
11
13
6
7
12
8
12-8 HILL
12-10 MUDDY PATH

Items

No.	Item	Location	Condition
①	Mythril Shard	12-2	-
②	Elixir	12-4	Look in the cupboard
③	Mega-Ether	12-4	Strike chimney in 12-3
④	Rare Nut	12-9	-
⑤	Rare Nut	12-9	Activate and jump on the jet of water
⑥	Rare Nut	12-9	Use the seesaw
⑦	Rare Nut	12-9	Use the seesaw
⑧	Rare Nut	12-9	Activate and jump on the jet of water
⑨	Shield2-G	12-9	Go through the hole in the tree
⑩	Mythril	12-9	Destroy the tree trunk
⑪	Mythril Shard	12-9	Activate and jump on the jet of water
⑫	Dark Matter	12-9	Use the seesaw
⑬	AP Up	12-9	After the Giant-Pot mini-game

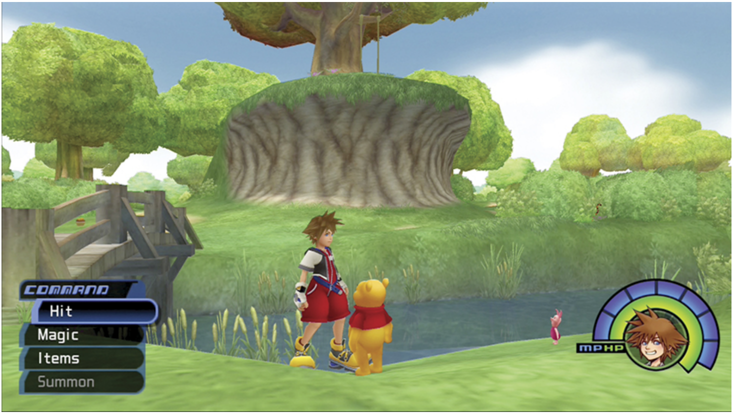
Objectives

1. Meet up with Pooh

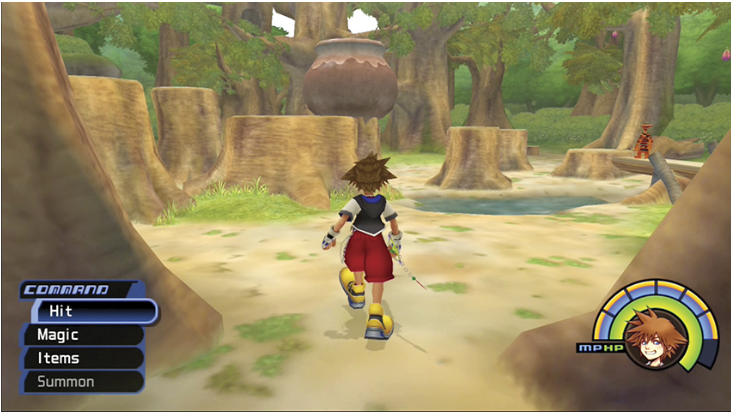
2. Gather honey from the Hunny Tree

COMMAND
Hit
Magic
Items
Summon
MP HP

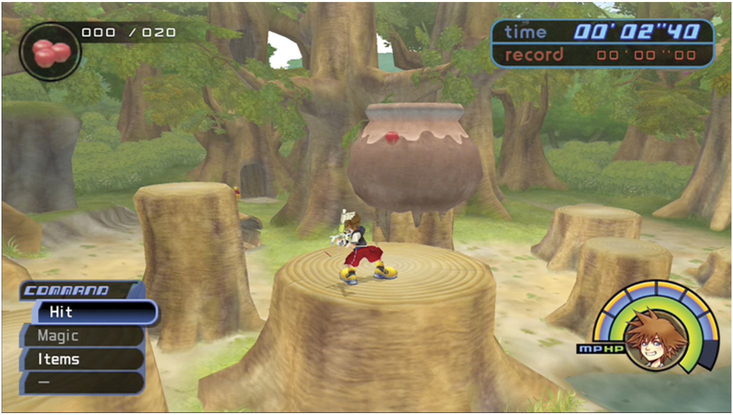
3. Protect Rabbit’s garden


COMMAND
Hit
Magic
Items
Summon
MP HP

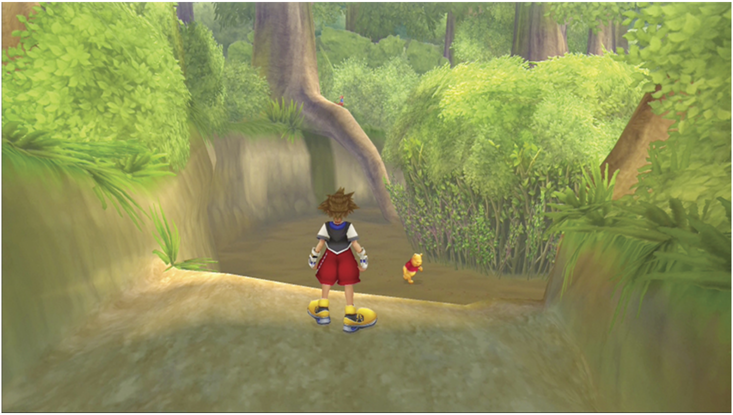
4. Give Pooh a big swing ride


COMMAND
Hit
Magic
Items
Summon
MP HP

5. Bounce with Tigger

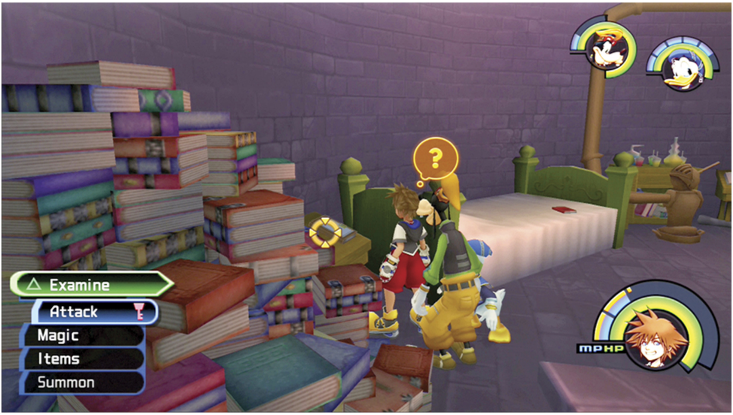

000 / 020
time 00'02"40
record 00'00"00
COMMAND
Hit
Magic
Items
—
MP HP

6. Smash the giant pot



7. Reunite all of Pooh's friends

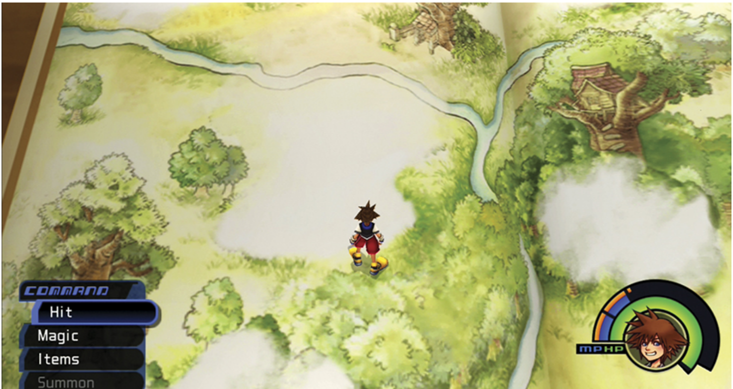
Step 1: Meet Up with Pooh


Examine
Attack
Magic
Items
Summon
MP HP

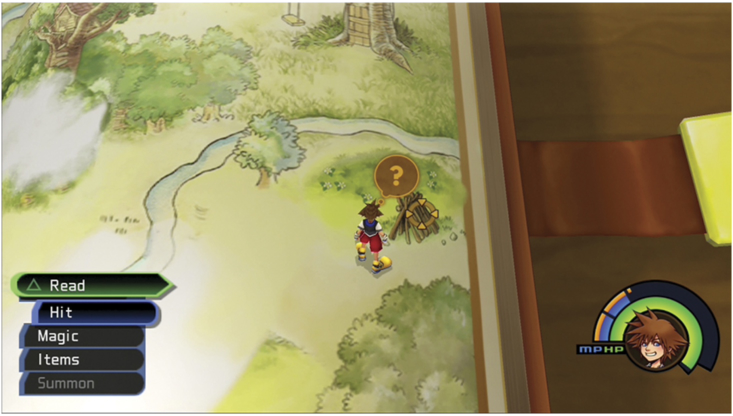
After you seal the Deep Jungle's keyhole, Cid asks you to deliver the Old Book to Merlin in Traverse Town's Mystical House. You can examine the Old Book at any time to be magically transported into the Hundred Acre Wood, but you will need Torn Pages to unlock the five areas in the world. You can discover the Torn Pages in any order; the world areas will always unlock in the same order, from Pooh's House to the Muddy Path. The following table details the location of all the Torn Pages:

TORN PAGES LOCATIONS

World	Location	Condition
Traverse Town	2-10	Reward for 51 Dalmatians
Agrabah	6-14	Inside chest
Monstro	7-7	Inside chest
Atlantica	8-9	Inside chest
Halloween Town	9-4	Examine bookshelf

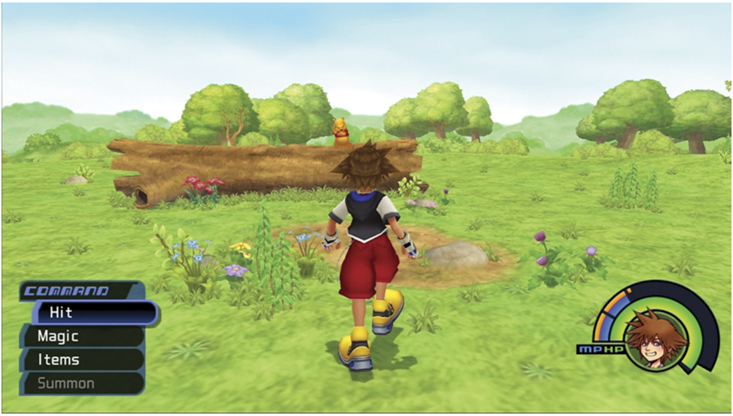

COMMAND
Hit
Magic
Items
Summon
MP HP

As you might have guessed, the Old Book is about the adventures of Winnie the Pooh and his friends. Once in the book, you literally walk across its pages and examine an illustration to enter that section of the world. If you want to return to the Mystical House, examine the compass in the top-right corner.



△ Read
Hit
Magic
Items
Summon
MP HP

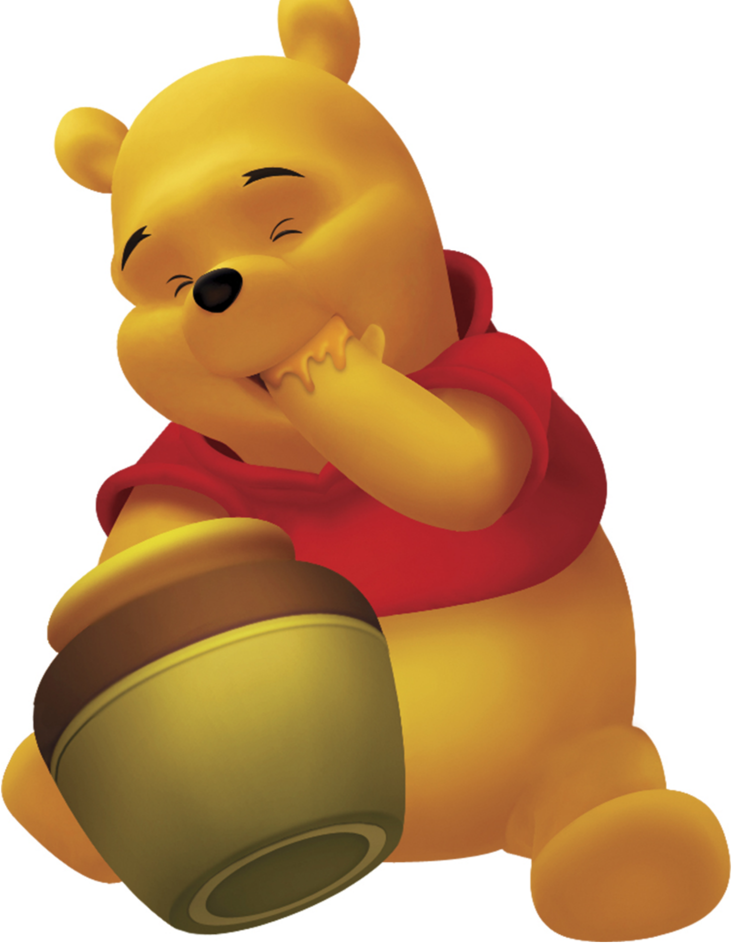
Examine the pile of sticks in the bottom-right corner. This leads you to the Meadow where you'll first meet Pooh.



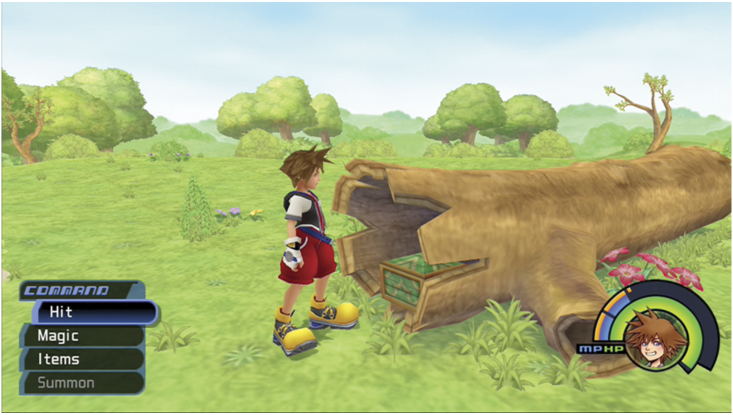
COMMAND
Hit
Magic
Items
Summon
MP HP

Speak with Pooh. He explains that his friends have begun disappearing, and he is going to need your help to find them all.

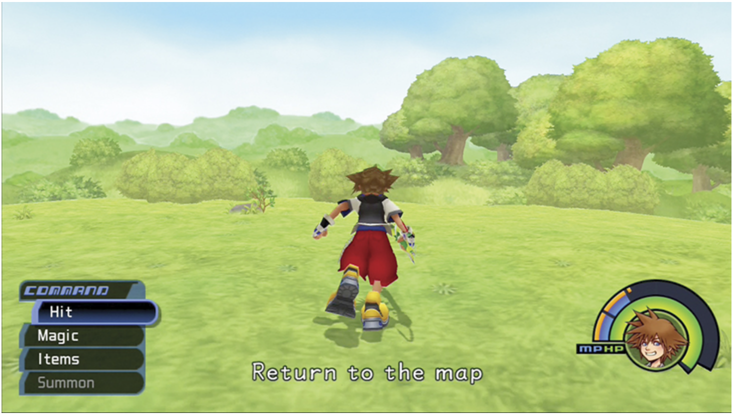
Winnie the Pooh

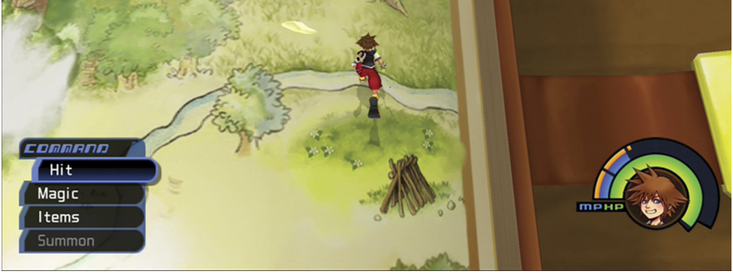


One thing you have to know about this cuddly bear is that he loves honey! A bit absentminded, Pooh puzzles more things out than he gives himself credit for and he never, ever forgets his friends.

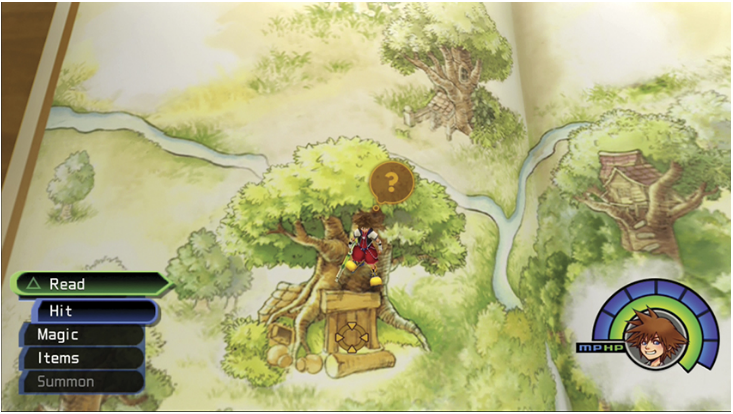

COMMAND
Hit
Magic
Items
Summon
MP HP

After Pooh leaves, check inside the log for a green chest. Open the chest for a Mythril Shard.

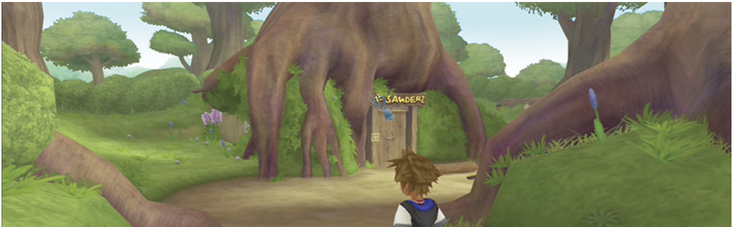

COMMAND
Hit
Magic
Items
Summon
MP HP
Return to the map


COMMAND
Hit
Magic
Items
Summon
MP HP

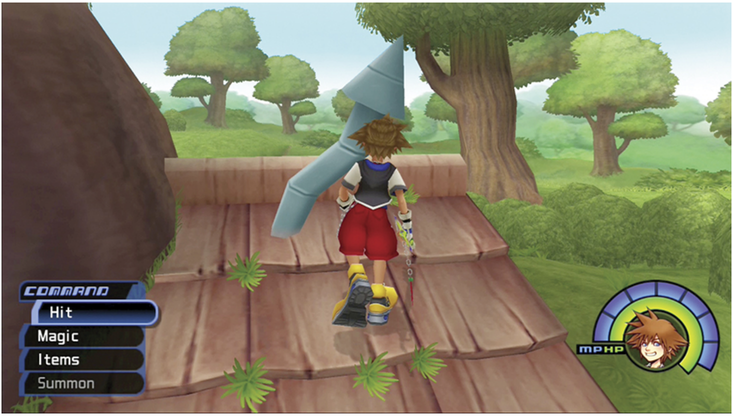
Follow where Pooh left the Meadow. This takes you back to the Old Book pages, where you can choose a new location to visit. Don't forget to save at the new save point that has appeared above the sticks.


△ Read
Hit
Magic
Items
Summon
MP HP

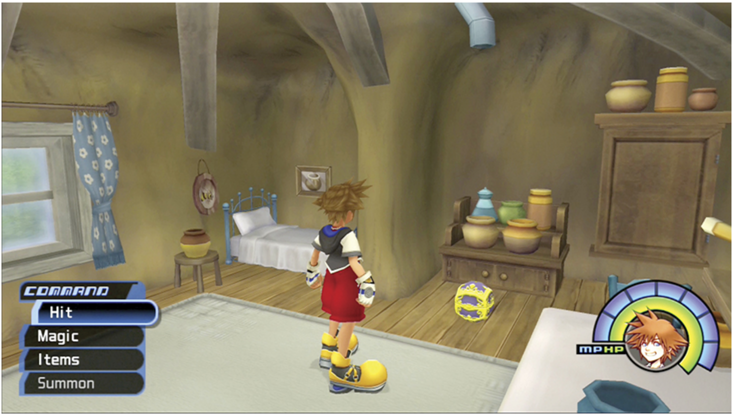
Walk over to the left side of the pages to Pooh's House (the big tree with honey pots out front). Enter to track down Pooh again.



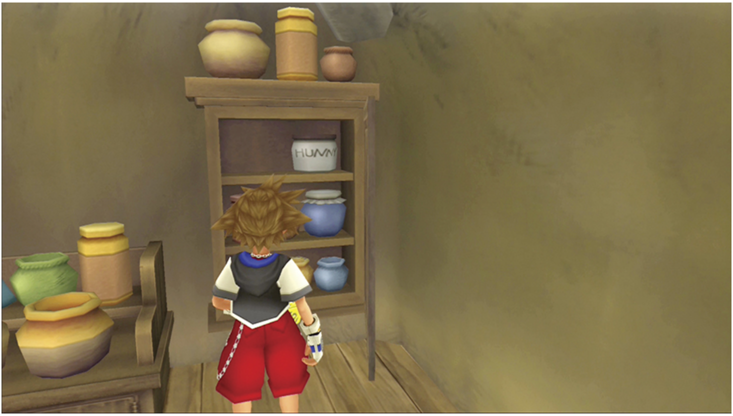
COMMAND
Hit
Magic
Items
Summon
MP HP


COMMAND
Hit
Magic
Items
Summon
MP HP

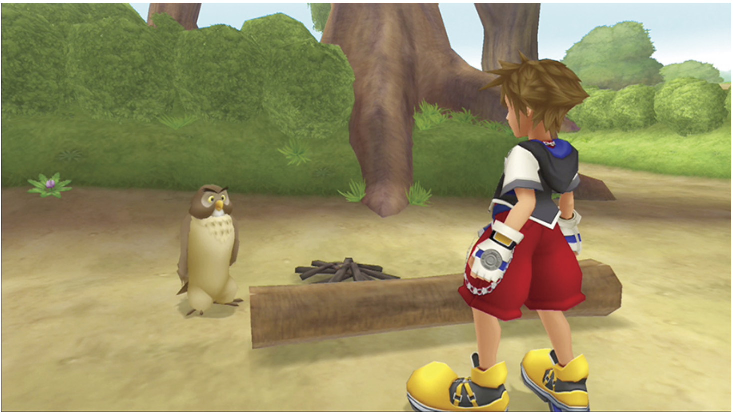
You arrive outside Pooh's House, but you want to run around back first. Jump up on the roof and knock the chimney pipe to dislodge a special item that lands inside the House.


COMMAND
Hit
Magic
Items
Summon
MP HP

Listen to Pooh tell you about his hunger for honey. When he's finished, pick up the Mega-Ether that dropped out of the chimney pipe.



Now walk over to the corner and open the cupboard. An Elixir drops out that you can collect. For fun, you can also examine the clock and open the window.



Leave Pooh's House and talk to Owl. He explains that each Torn Page opens up another chapter in the book and that you should return to the Hundred Acre Wood after discovering a Torn Page.

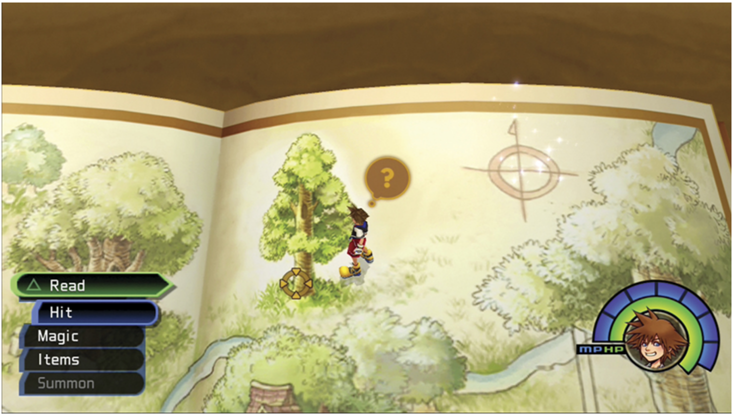
Owl

The wisest resident of the Hundred Acre Woods will be your guide to all the games and goings-on within the areas. Owl loves to speak his mind and answer everyone's questions, but that doesn't mean he's always right.

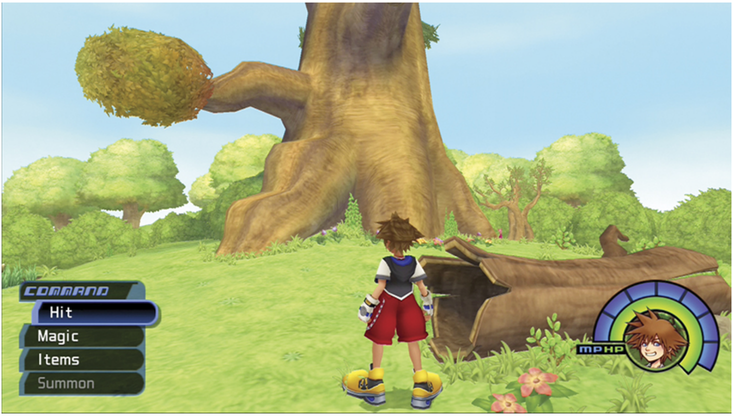
Note

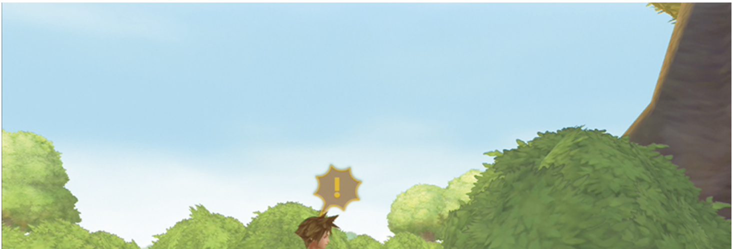
Each of the Torn Page sections contains a mini-game. Once you complete the mini-games for the main storyline, you can return to play them to improve your scores.

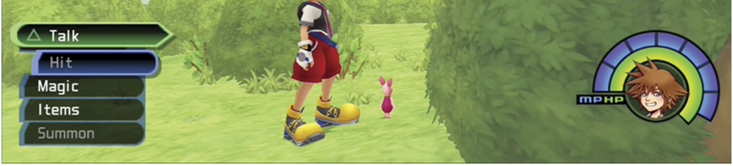
Step 2: The Hunny Tree


Read
Hit
Magic
Items
Summon
MP HP

Return to the Old Book when you find the first Torn Page. Head toward the tree near the compass and enter for the Hunny Tree mini-game.

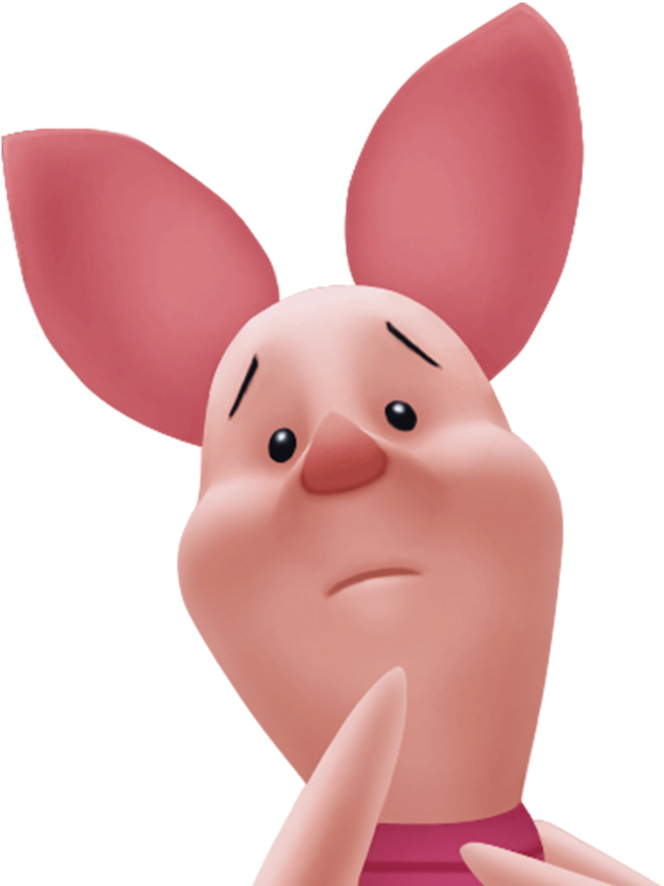

COMMAND
Hit
Magic
Items
Summon
MP HP



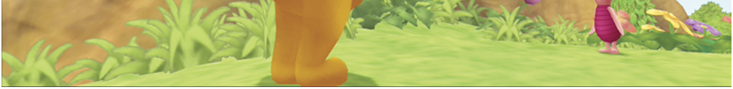

Talk
Hit
Magic
Items
Summon
MP HP

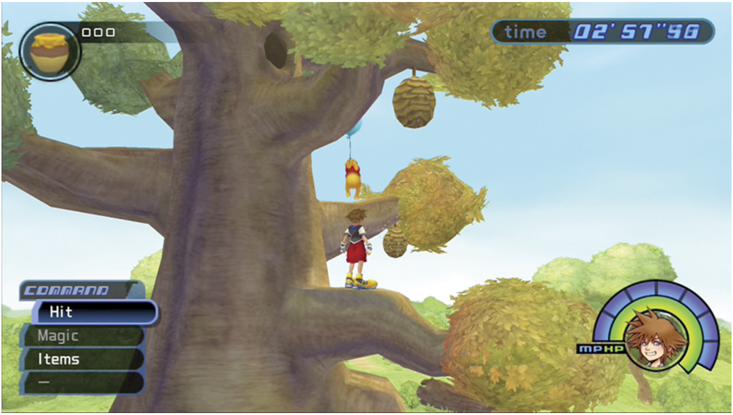
Piglet is lost at the Hunny Tree. He's very scared of you when you arrive, and Piglet dashes behind the tree to hide. He won't let you approach him from the front. Instead, run around the tree and sneak up behind him.

Piglet

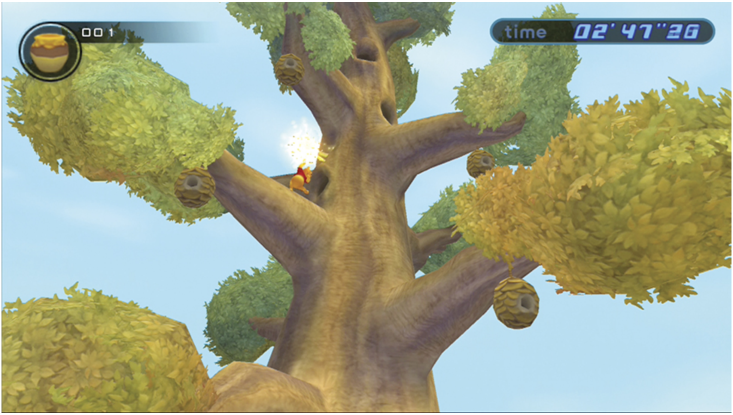


As you learn as soon as you meet him, Piglet is frightened by many things. However, he has a big heart and his good nature is treasured by all his friends in the Hundred Acre Wood, especially his best friend Pooh.

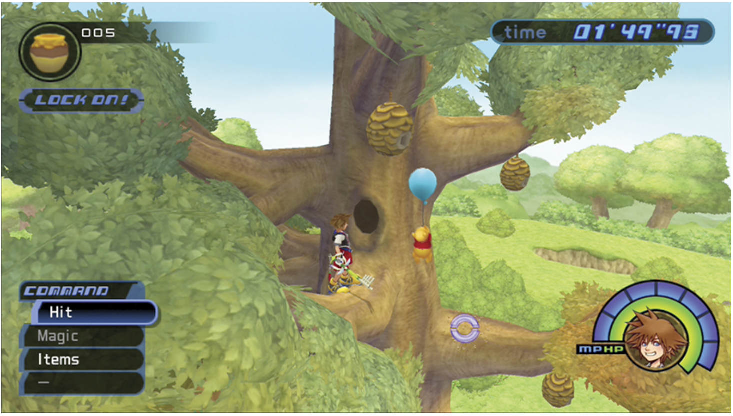



000
time 02'57"96
COMMAND
Hit
Magic
Items
—
MP HP

You finally get Piglet to calm down, and when Pooh arrives, Piglet brings Pooh a big, blue balloon to play the Hunny Tree mini-game. Pooh will hold the balloon and float up to the various tree hollows; the higher he floats, the more honey he collects.


001
time 02'47"26

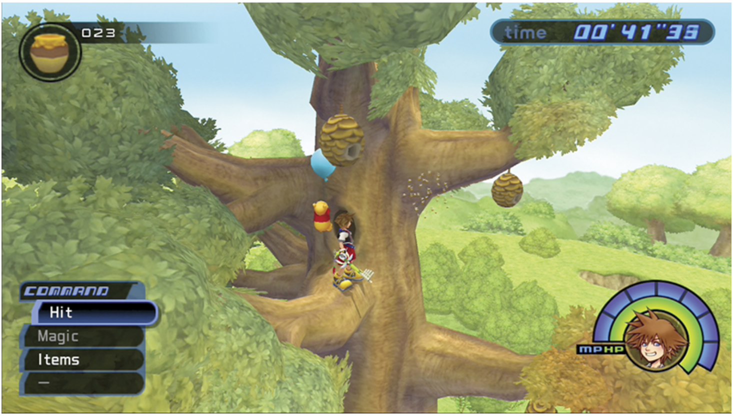
Bees from the beehives will buzz out, and if they touch the balloon, they will pop it and send Pooh tumbling to the ground.


005
LOCK ON!
time 01' 49"98
COMMAND
Hit
Magic
Items
—
mp HP

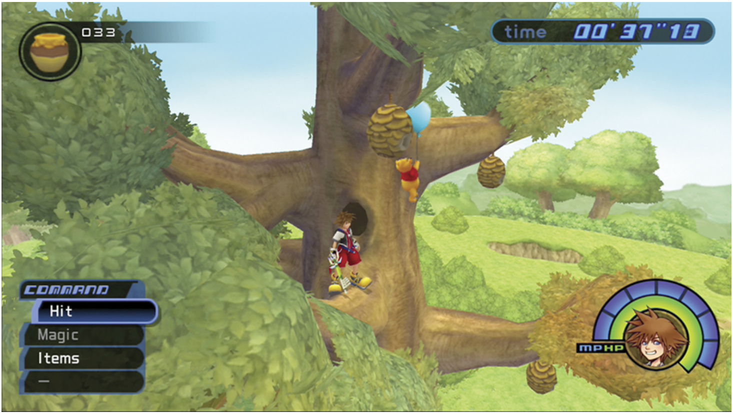
You have three minutes to see how much honey Pooh can collect. When Pooh begins to float up, jump up ahead of him and steady yourself on the adjacent tree branch. Don't move too much or you'll fall off and have to climb quickly to swat away the bees in time.

Tip

You can use the Rush command to reach Pooh quickly, but it will cost you 5 points off your score.


023
time 00' 41"38
COMMAND
Hit
Magic
Items
—
mp HP

Watch the closer beehives to see which expels bees. Lock on to the bees as they approach and make sure you swat them with your attack. If you jump and attack, it's best to try and land on one of the branches below you so you don't plummet all the way down to the ground.


033
time 00'37"13
COMMAND
Hit
Magic
Items
—
MP HP

Get Pooh as high up the tree as you can to score more points. Plus, the more honey Pooh scoops up, the happier he'll be!

If you find any more of these stones, bring them to me.

When the mini-game ends, you appear back out on the Old Book pages. The first Torn Page transforms into Naturespark. Exit the Old Book temporarily and speak with the Fairy Godmother next to Merlin. She turns the gem into the Bambi Summons for you. If this is your final summons, you will also receive Donald's Lord Fortune.

Essential Upgrade: Bambi Summons

Required MP: 1

Duration of Summon: Max MP x 5 seconds

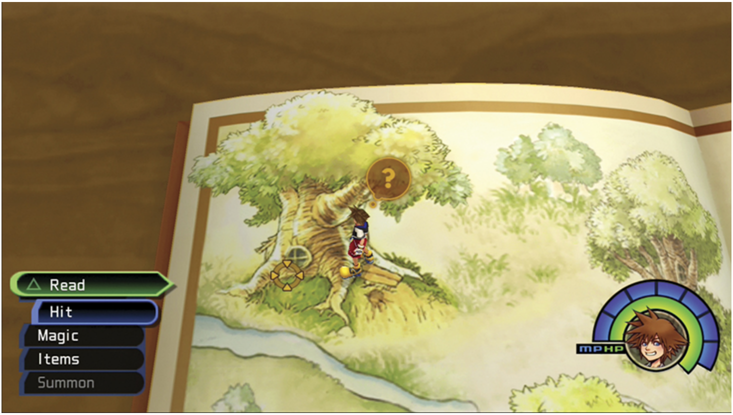
Special Attack: Paradise (no cost)

Bambi offers magic and secret items. The fawn drops MP balls depending on your max MP, and gives you items based on how often Bambi's Charge gauge becomes filled. See the table below for item details:

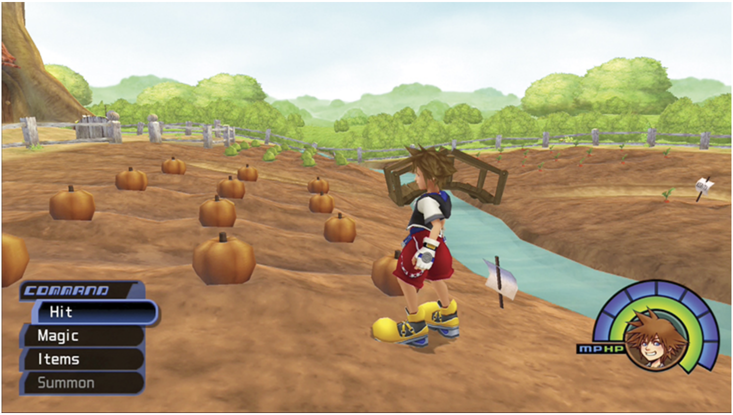
Location	Charge	Item (Probability)
Traverse Town	1x	Hi-Potion (100%)
Traverse Town	2x	Ether (100%), Blaze Shard (40%)
Traverse Town	3+	Mega-Potion (100%), Blaze Shard (60%), Blaze Gem (30%)
Wonderland	1x	Hi-Potion (100%)
Wonderland	2x	Ether (100%), Front Shard (40%)
Wonderland	3+	Mega-Potion (100%), Frost Shard (60%), Frost Gem (30%)
Deep Jungle	1x	Hi-Potion (100%)
Deep Jungle	2x	Ether (100%), Thunder Shard (40%)
Deep Jungle	3+	Mega-Potion (100%), Thunder Shard (60%), Thunder Gem (30%)
Agrabah	1x	Hi-Potion (100%)
Agrabah	2x	Ether (100%), Bright Shard (40%)
Agrabah	3+	Mega-Potion (100%), Bright Shard (60%), Bright Gem (30%)

Monstro	1x	Hi-Potion (100%)
Monstro	2x	Ether (100%), Lucid Shard (40%)
Monstro	3+	Mega-Potion (100%), Lucid Shard (60%), Lucid Gem (30%)
Halloween Town	1x	Mega-Potion (100%)
Halloween Town	2x	Mega-Ether (100%), Power Shard (40%)
Halloween Town	3+	Elixir (100%), Power Shard (60%), Power Gem (30%)
Neverland	1x	Mega-Potion (100%)
Neverland	2x	Mega-Ether (100%), Spirit Shard (40%)
Neverland	3+	Elixir (100%), Spirit Shard (60%), Spirit Gem (30%)
Hollow Bastion	1x	Mega-Potion (100%)
Hollow Bastion	2x	Mega-Ether (100%), Lucid Shard (40%)
Hollow Bastion	3+	Elixir (100%), Lucid Shard (60%), Lucid Gem (30%)
End of the World	1x	Mega-Potion (100%)
End of the World	2x	Mega-Ether (100%), Mythril Shard (40%)
End of the World	3+	Elixir (100%), Mythril Shard (60%), Mythril (30%)

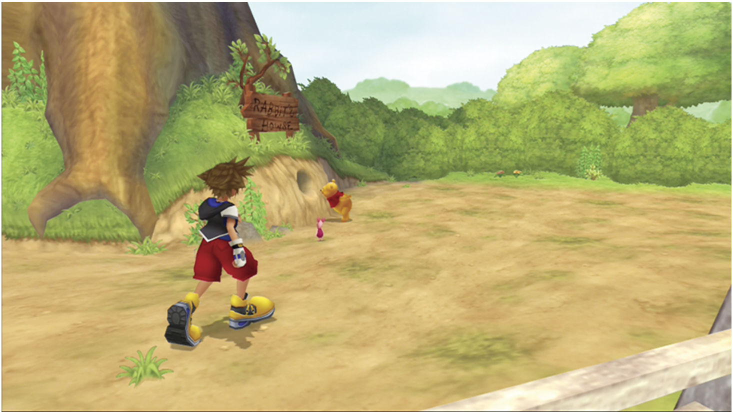
Step 3: Rabbit’s Garden


△ Read
Hit
Magic
Items
Summon
MP HP

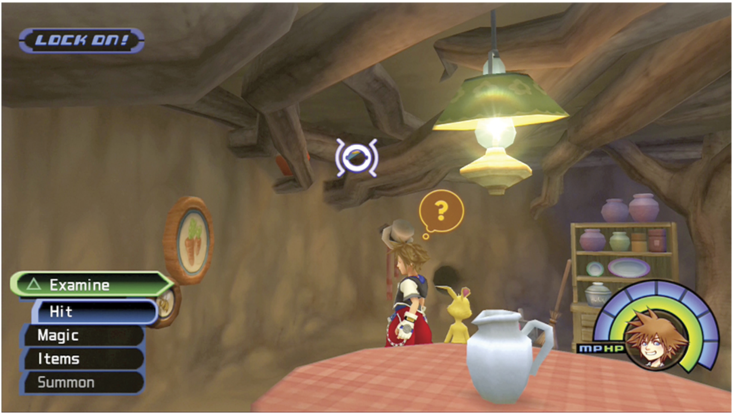
The second Torn Page opens Rabbit’s House. Go to the top-left corner and enter the big tree there.


COMMAND
Hit
Magic
Items
Summon
MP HP

Walk toward Rabbit's House and stop in his garden. You can pull up the pumpkins and lettuce to discover items.


RABBIT'S HOUSE

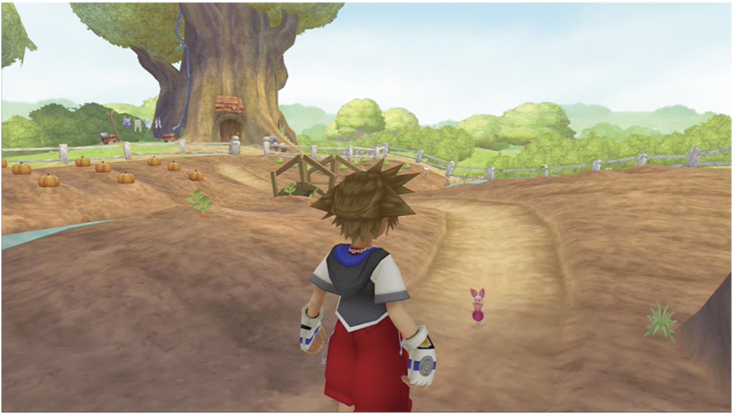
Stop by Rabbit's mailbox for a nice letter from Pooh, then circle around back to speak with Piglet and Pooh. They are trying to get into Rabbit's House through the back hole, but Rabbit doesn't want them to come in.

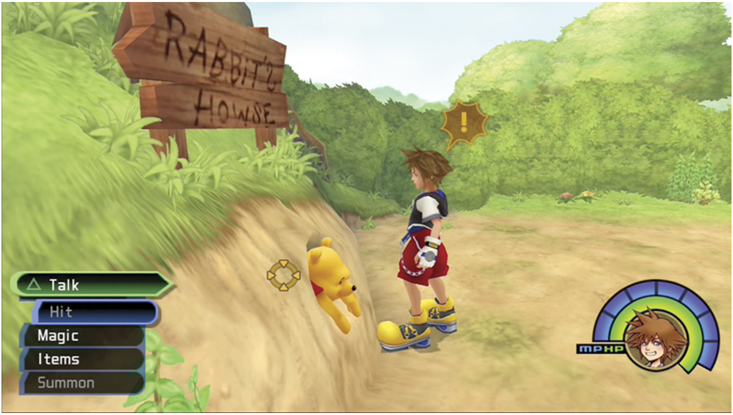

LOCK ON!
△ Examine
Hit
Magic
Items
Summon
MP HP

Enter Rabbit's House and wait for Pooh and Piglet to arrive. When Pooh asks about honey, target the blue honey pot hiding up in the rafters.

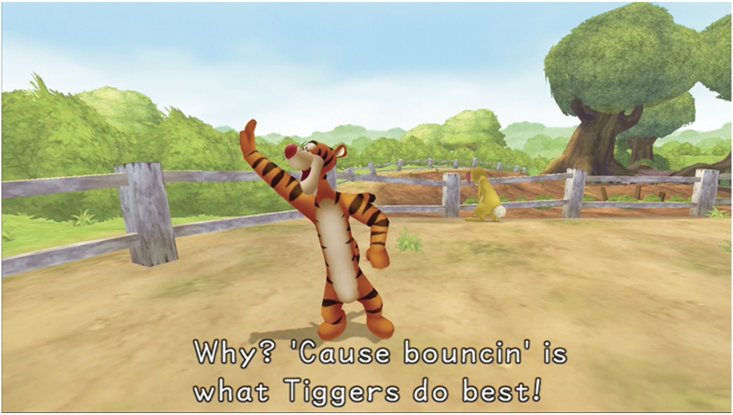
Rabbit

Rabbit doesn't always want company, especially when that company is Pooh, who wants to eat all of Rabbit's honey. The hard-working Rabbit has grown a beautiful garden, which might just get wrecked if you can't save it.




RABBIT'S
HOWSE
△ Talk
Hit
Magic
Items
Summon
MP HP

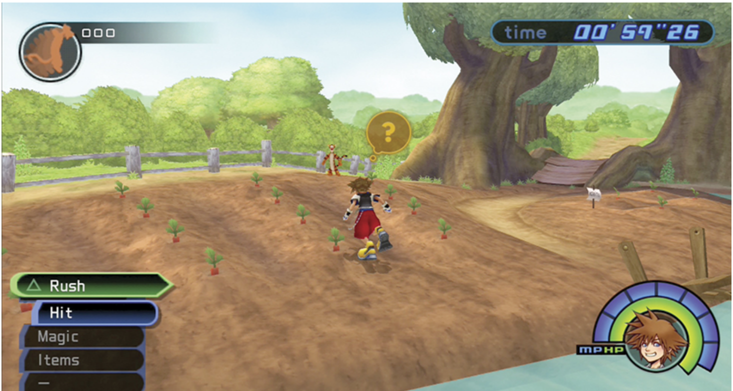
Rabbit reluctantly offers Pooh some honey, and Pooh sits down for a snack. Leave the house and head for the exit back to the Old Book pages. Piglet, however, will stop you before you go. Pooh is stuck and needs your help. Circle around back again and talk to him.

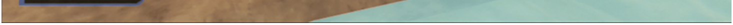

Why? 'Cause bouncin' is
what Tiggers do best!

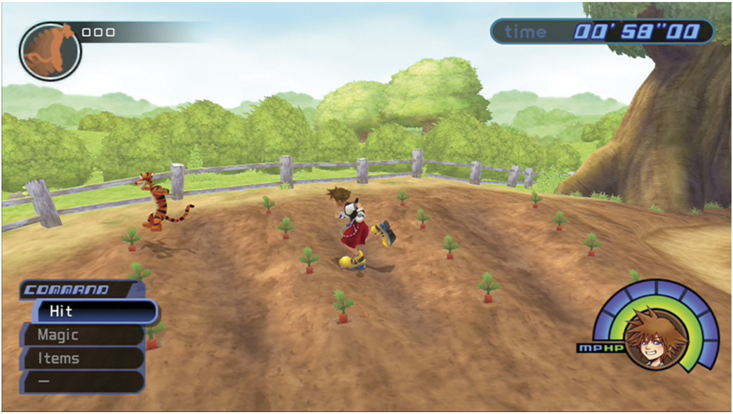
Rabbit needs carrot top juice from the vegetables in his garden in order to slim Pooh down. However, Tigger bounces into sight and pronounces that Rabbit's garden is his new bouncing spot. If he bounces on the vegetables, you won't be able to squeeze Pooh out of the hole.

Tigger

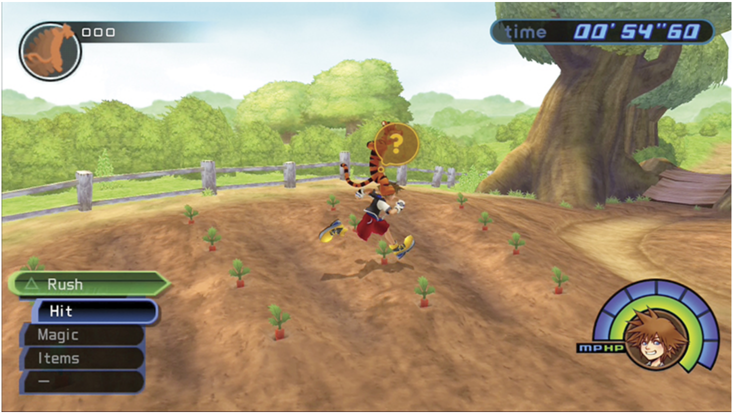
No one loves to bounce more than Tigger! Although overly exuberant at times, Tigger has a playful soul and means well. He can't find his bouncing spot, so when you first meet him, Tigger figures Rabbit's garden is as good a spot as any.

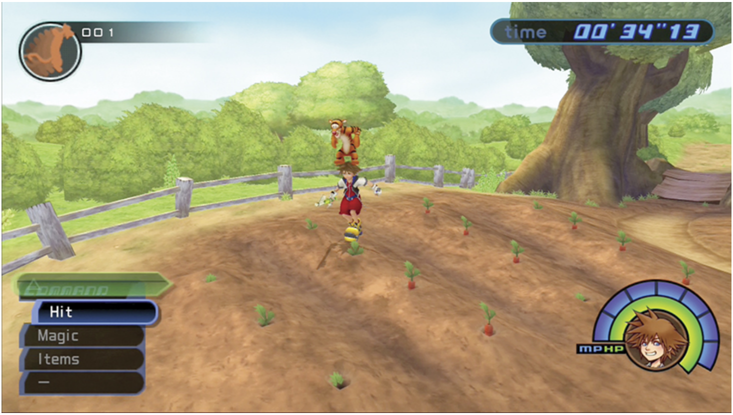

000
time 00' 59"26
?
△ Rush
Hit
Magic
Items
—
MP HP



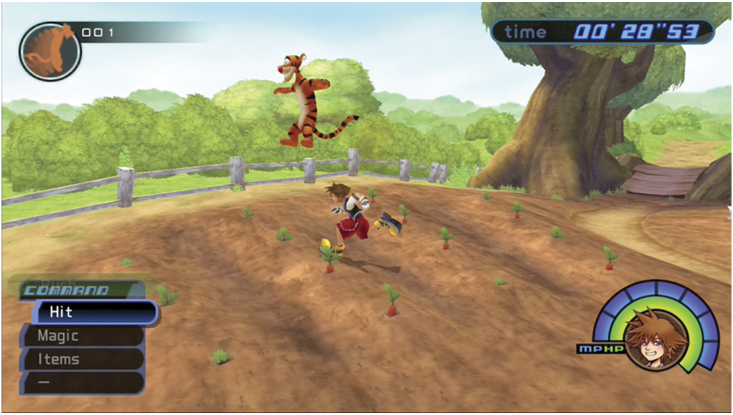

000
time
00' 58"00
COMMAND
Hit
Magic
Items
—
MP HP

In this mini-game you have one minute to prevent Tigger from squashing as many vegetables as you can. Tigger will leap up into the air and land on a carrot; if he lands on the same carrot twice, it's lost.


000
time
00' 54"60
?
△ Rush
Hit
Magic
Items
—
MP HP


001
time 00' 34" 13
COMMAND
Hit
Magic
Items
—
MP HP

In order to stop Tigger from landing on a carrot, you must predict which one he will bounce on and stand over it before he reaches it. Each time you do, you gain a point. You only need one point to complete the mini-game and continue on with the story.

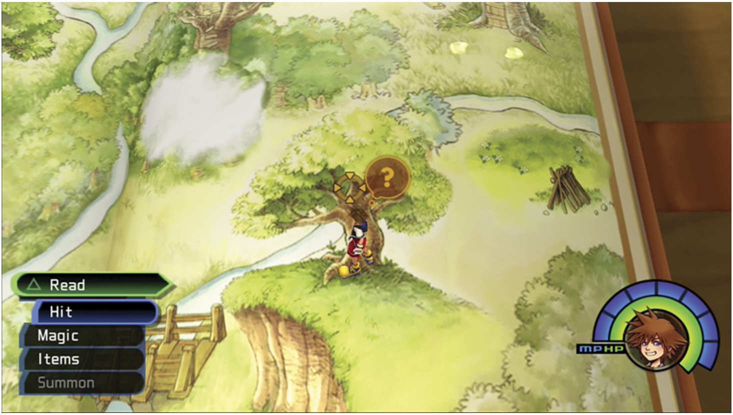

001
time 00' 28" 53
COMMAND
Hit
Magic
Items
—
MP HP

You can rack up high scores by using the Rush command. If you are facing in the direction that Tigger is heading, trigger the Rush command to zoom there ahead of Tigger and block him.

Thank you so much.

When the mini-game ends, head inside the house and talk to Pooh. You push him out of the hole, and your mission is complete. You return to the Old Book pages and the Torn Page transforms into a Mythril Shard.

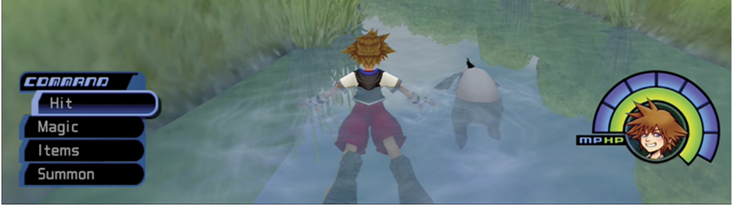
Step 4: Pooh's Swing


△ Read
Hit
Magic
Items
Summon
MP HP

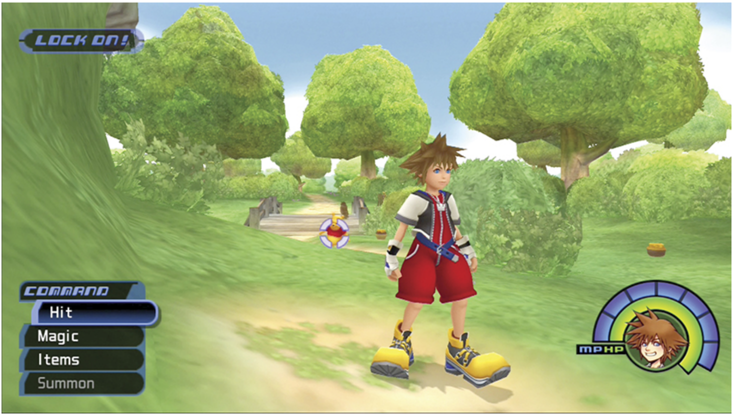
Once you have the third Torn Page, a tree with a swing appears in the lower-right corner of the Old Book pages near the bridge. Enter to find Pooh and Piglet on the bridge talking to Eeyore drifting downstream.

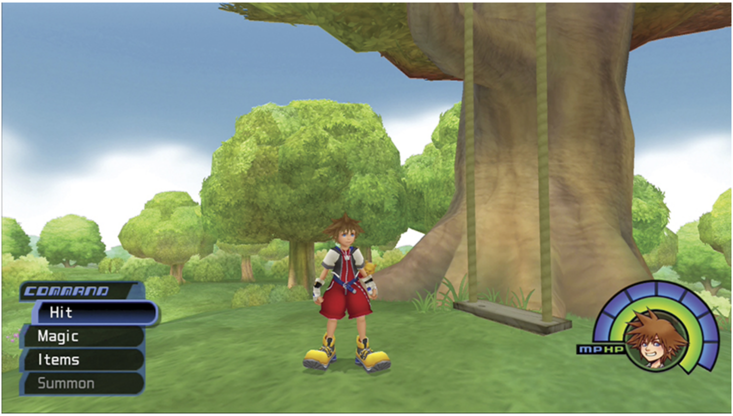
Eeyore

The timid and pessimistic donkey Eeyore is very polite and doesn't want to bother anyone, but he needs help when you first meet him in the water. Even after you pull him out, you will have to help him find his missing tail.

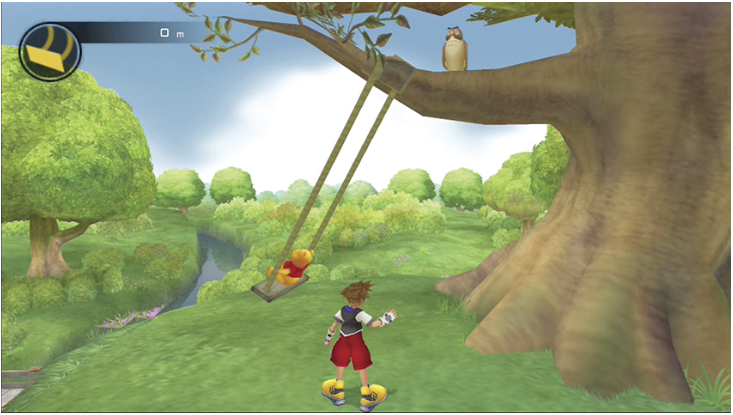

COMMAND
Hit
Magic
Items
Summon
MP
HP

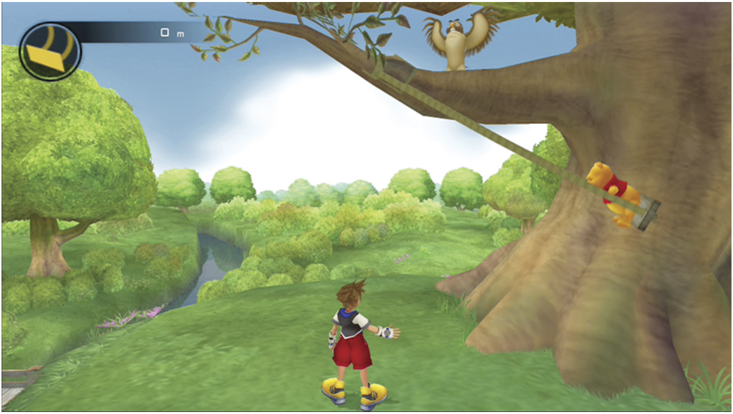
You have to save Eeyore before he drifts too far downstream. Jump into the water and swim over to the donkey to save him.


LOCK ON!
COMMAND
Hit
Magic
Items
Summon
MP
HP

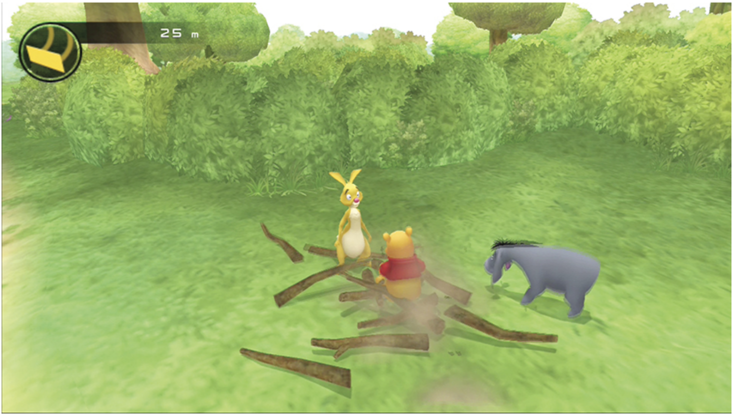

COMMAND
Hit
Magic
Items
Summon
MP
HP

Next, you must lead Pooh to the tree swing. Lock onto Pooh and he will follow you. Patiently lead Pooh over the bridge, up the path, and up the hill to the swing. The hungry bear will likely stop for a honey snack along the way.





Owl instructs you on how to use the tree swing. Push Pooh exactly when Owl raises his wings. Mistime your pushes and Pooh could fly out of the swing too short or too long.



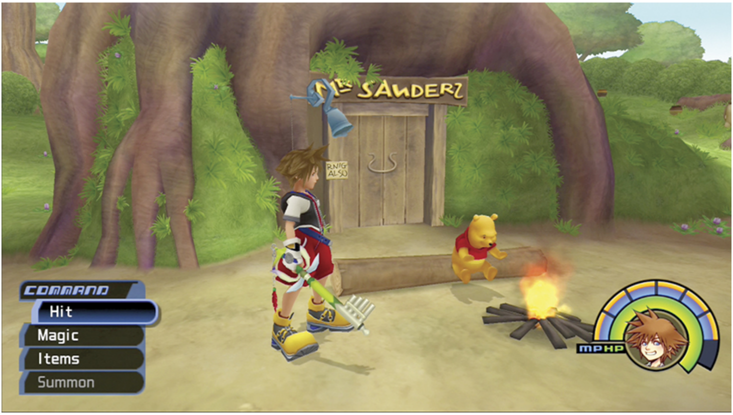
Your goal is to hit Eeyore's makeshift stick house in the distance. If you do, it shatters apart and you complete the mini-game. As a reward for finishing the mini-game, your Stop spell is upgraded to Stopra.

Essential Upgrade: Stopra

Upgraded Stop Spell

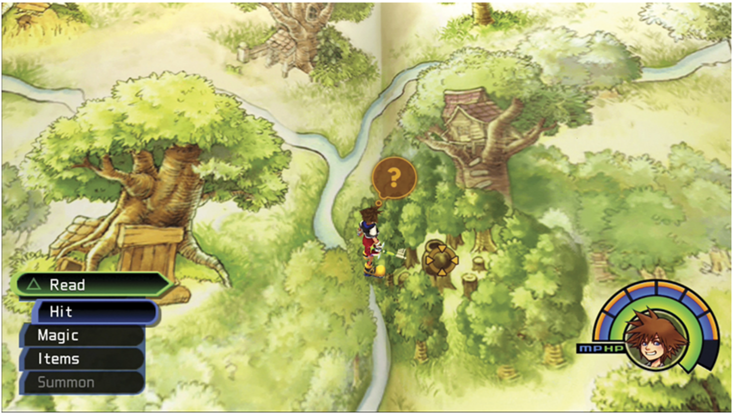
Pausing enemies for prolonged time comes in handy in any fight, and now you can stop them even longer. Remember that you can hit your opponents while they're stopped, and when they speed back up, they receive all the damage you piled on.

When you shatter the house apart, Eeyore finds his missing tail. Once it's fashioned back on, you exit to the Old Book pages, but don't leave yet.


MR SANDERZ
RNIG ALSO
COMMAND
Hit
Magic
Items
Summon
MP HP

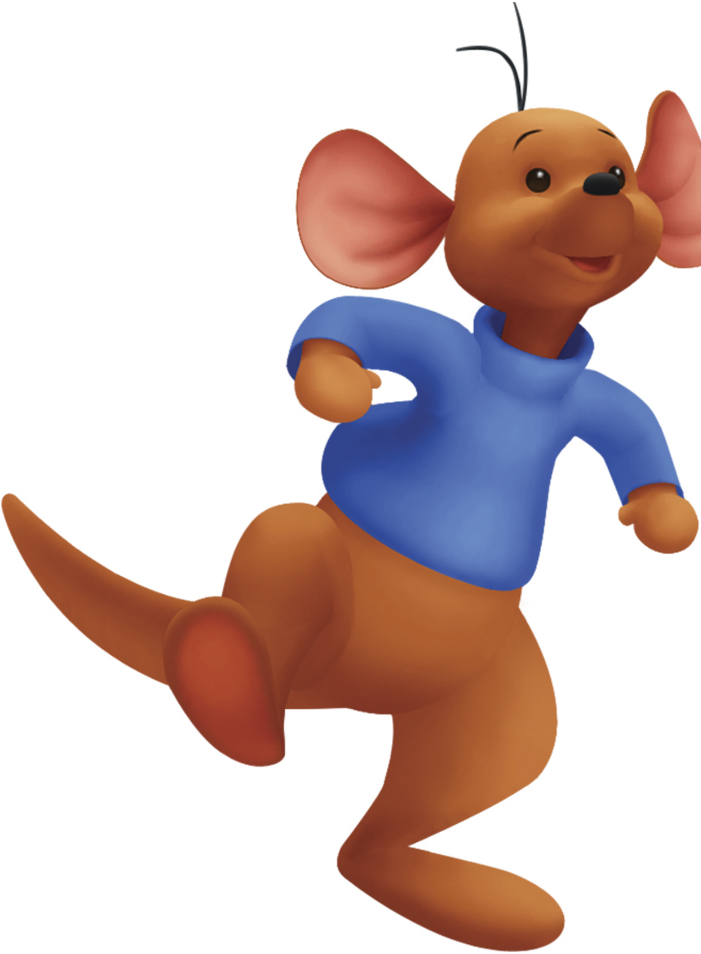
Return to Pooh's House instead. You'll find Pooh huddling in front of the sticks outside his front door; he's cold from swinging too much. Light the sticks with your Fira spell and Pooh gives you Mythril.

Step 5: Tigger Bounce


?
△ Read
Hit
Magic
Items
Summon
MP HP

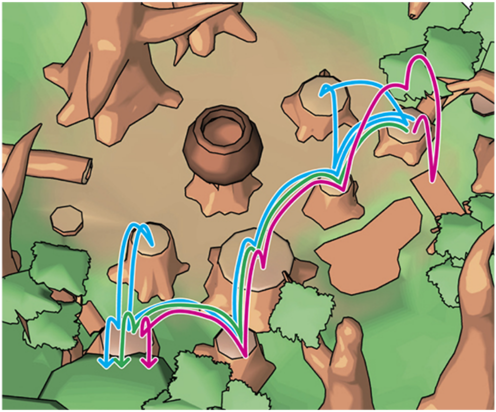
The fourth Torn Page reveals a tree-stump clearing near the center of the Old Book pages. Enter to find Tigger and Roo bouncing to their hearts' content in the woods.

Roo



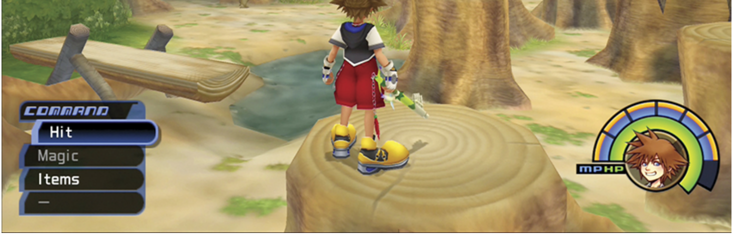
The energetic little kangaroo loves to bounce and hopes to out-bounce his idol Tigger someday. Fearless and friendly, Roo makes a great pair with Tigger and both will help you bounce as high as them.

Speak to Tigger and he will challenge you to a series of bouncing exercises. See the “Tigger’s Bounce Challenges” map for the exact route of each challenge.



TIGGER’S BOUNCE CHALLENGES

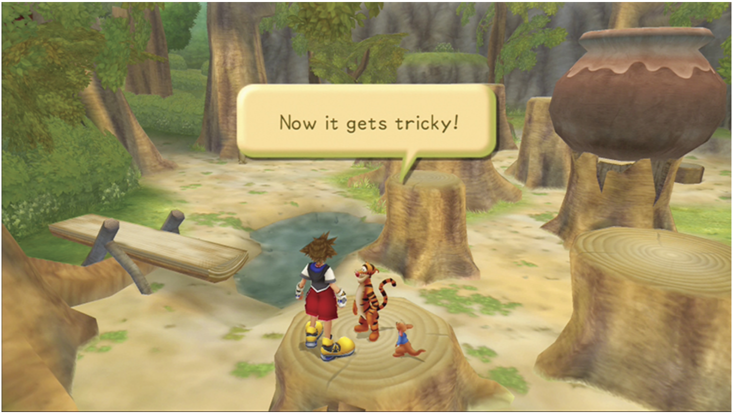
🟩 First Challenge
🟦 Second Challenge
🟪 Third Challenge


COMMAND
Hit
Magic
Items
—
MP HP

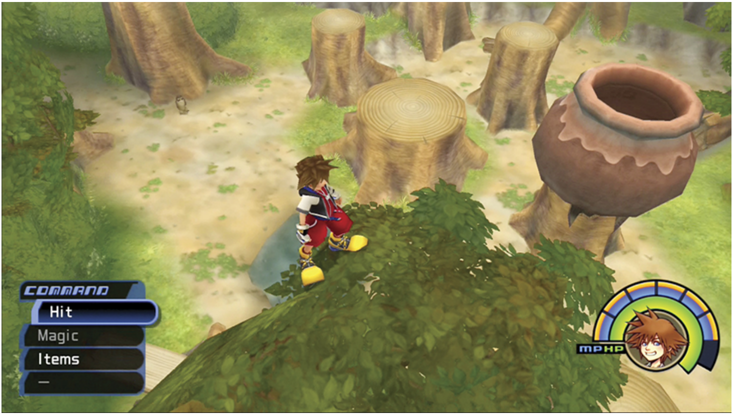
The first challenge is a straightforward jump across the stumps to the hill where Tigger and Roo finish. So long as you land on each stump and follow the same path Tigger and Roo took, you'll complete it easily.

Tip

If you fall off a stump at any point, the challenge ends. Simply speak to Tigger again to restart.

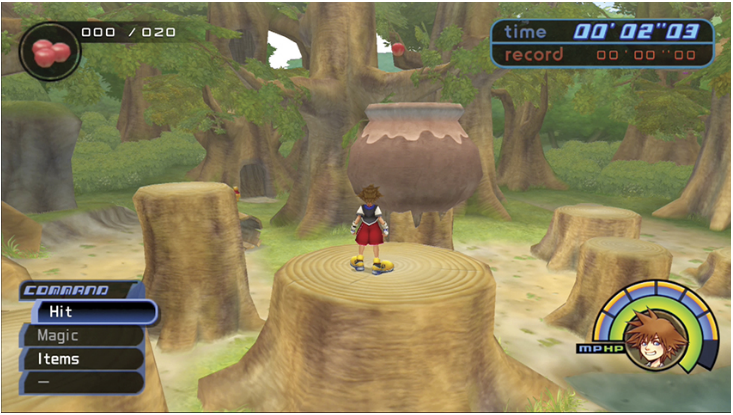

Now it gets tricky!

The second challenge gets trickier. Tigger and Roo make a loop on the stumps in front of the starting stump and then head for the hill. Follow their path exactly to complete the challenge.

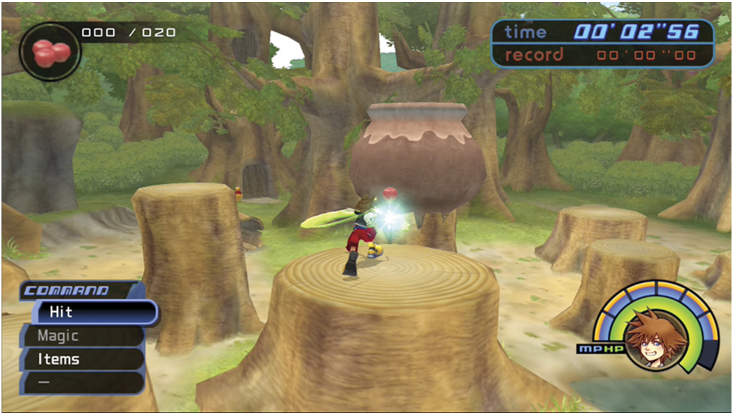

COMMAND
Hit
Magic
Items
—
MP HP

The third challenge takes you up into the tree. You must jump on the seesaw, let Roo catapult you up to the tree branch above, then jump back down to the stumps and follow Tigger's route to the hill. Follow Tigger's path exactly to complete the challenge.

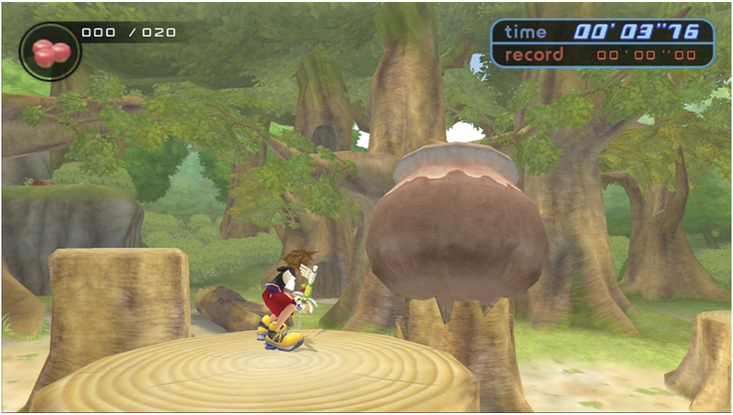
Step 6: Tigger's Giant Pot


000 / 020
time 00' 02" 03
record 00' 00" 00
COMMAND
Hit
Magic
Items
—
MP HP

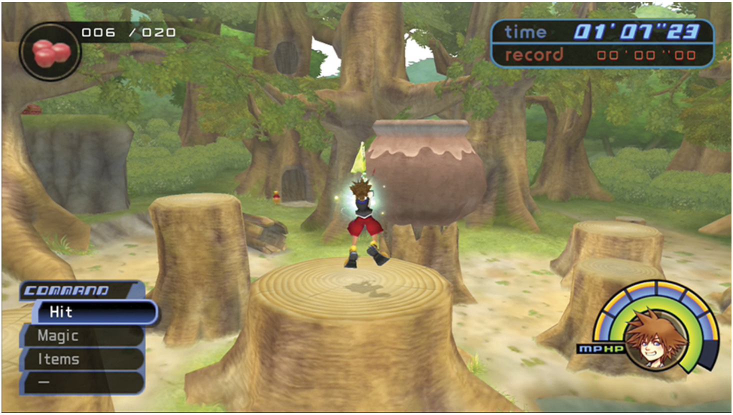
Talk to Roo after you complete Tigger's bouncing challenges. You immediately enter Tigger's Giant Pot mini-game.


000 / 020
time 00' 02"56
record 00 ' 00 '' 00
COMMAND
Hit
Magic
Items
—
MP HP

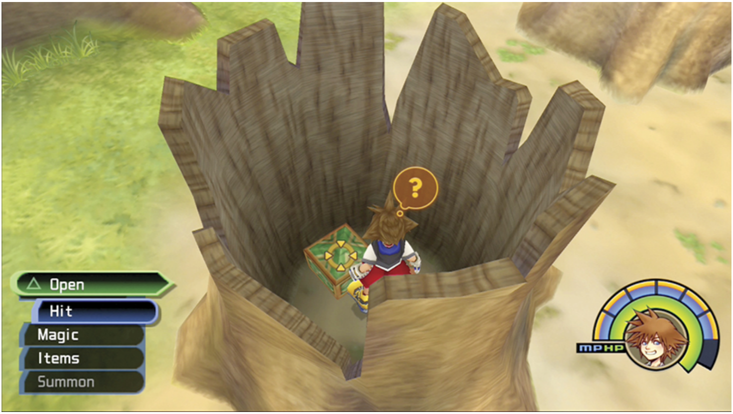
Tigger throws nuts at you from the big pot. You must whack them back at the pot to eventually shatter it. Time your swing so that the nut is about a Keyblade's length from you when you strike it.


000 / 020
time 00' 03"76
record 00 ' 00 '' 00

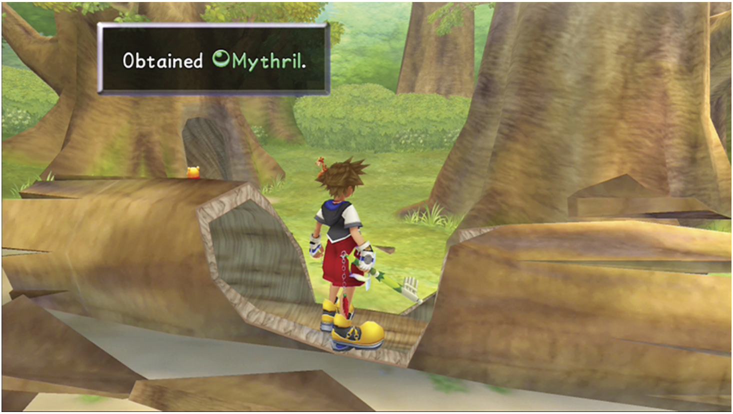
Stand in the middle of your stump and reposition yourself after each swing so that you don't accidentally fall off the stump. If you do, run over and talk to Roo to restart the mini-game.


006 / 020
time 01'07"23
record 00'00"00
COMMAND
Hit
Magic
Items
—
MP HP

A score of 20 or more shatters the pot. If you strike nuts in midair you may score more points per hit, but be careful that your momentum doesn't carry you off the stump. You can use the lock-on feature to track the nuts better.

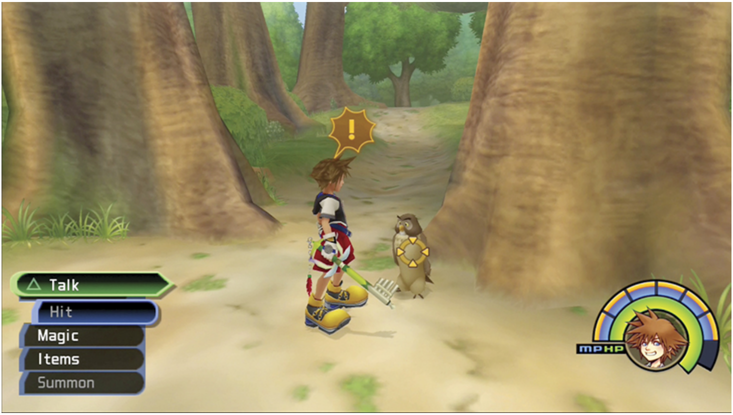

?
△ Open
Hit
Magic
Items
Summon
MP HP

After the pot shatters, jump inside the remaining stump. Open the green chest hidden within for an AP Up.

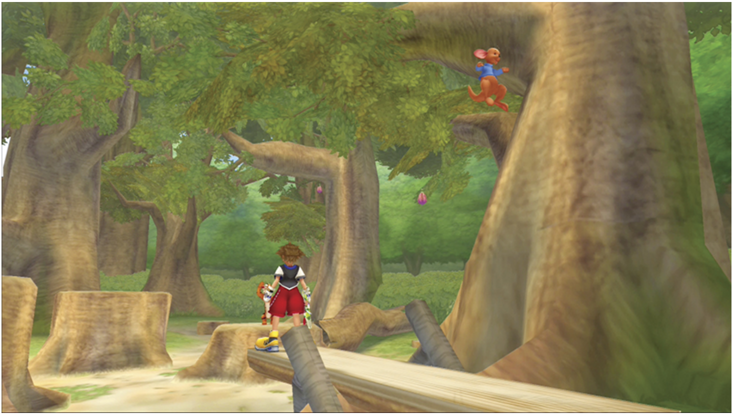


Obtained Mythril.

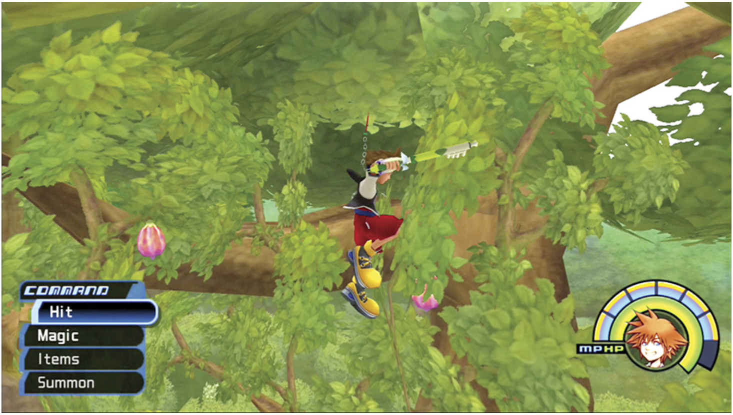
Head over to the log near Pooh. Lock onto the middle of the log and cut it in half with a mighty swing. Collect a piece of Mythril inside.


△ Talk
Hit
Magic
Items
Summon
MP HP

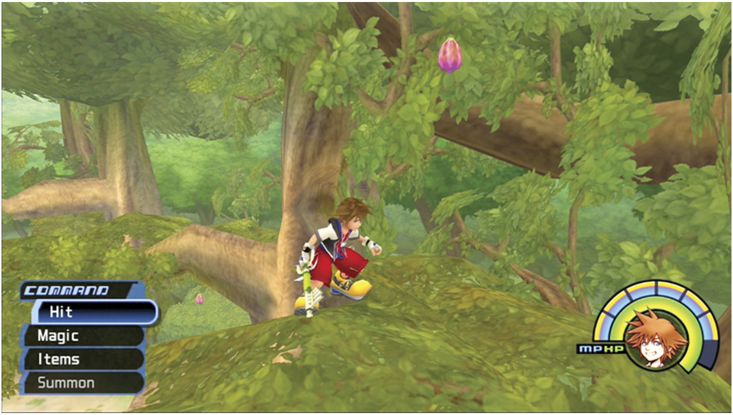
Find Owl and talk to him about the Rare Nuts in the area. Owl will trade you prizes for each Rare Nut you return to him. Now speak with Tigger to activate the seesaw.



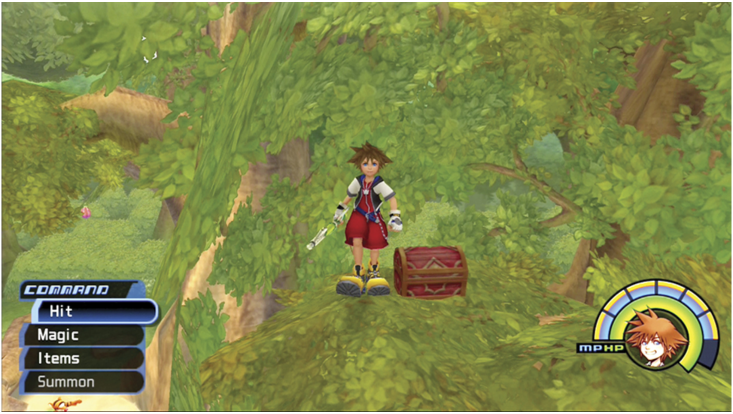
Tigger and Roo both operate the seesaw, and each will send you to a separate tree branch. Begin with Roo and have him shoot you up to the tree branch overhead.


COMMAND
Hit
Magic
Items
Summon
MP HP

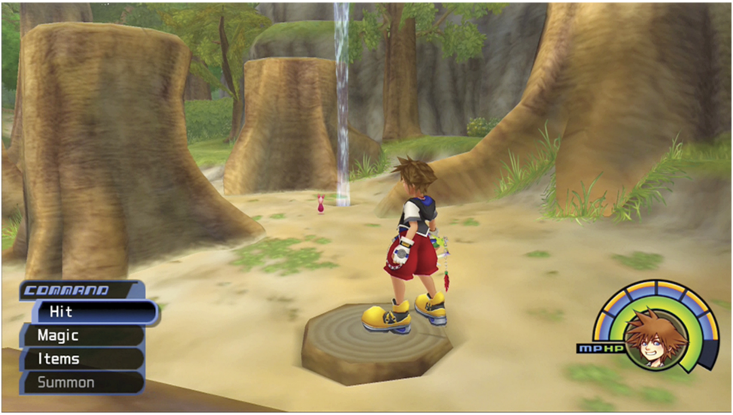
Land on the branch and pluck one of the two pink Rare Nuts hanging over your head. Return to Owl and he rewards you with a Power Up.

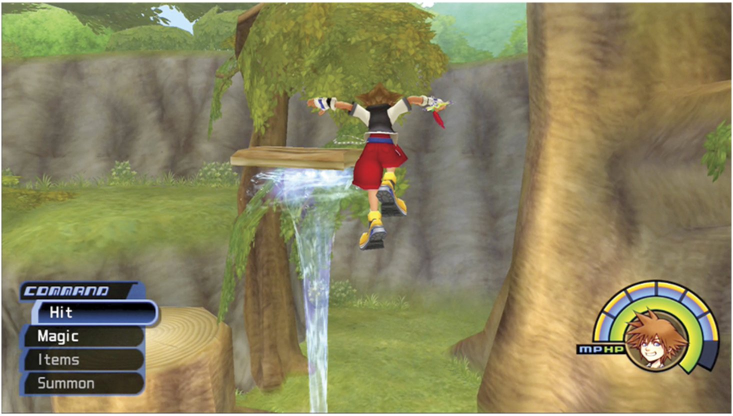

COMMAND
Hit
Magic
Items
Summon
MP HP

Repeat the process and grab the second Rare Nut up on Roo's tree branch. Owl hands you a Defense Up.

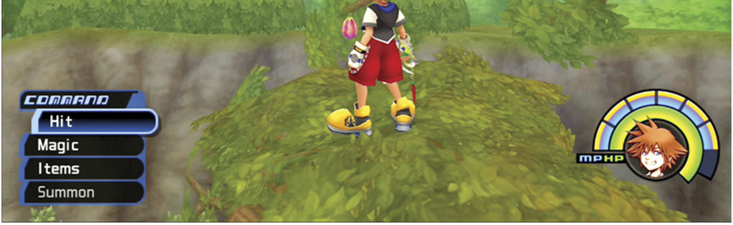

COMMAND
Hit
Magic
Items
Summon
MP HP

Jump back up to Roo's tree branch. Inch to the edge and you'll see that the tree branch below holds a chest. Drop off the edge and Glide to the hidden chest for a Dark Matter.

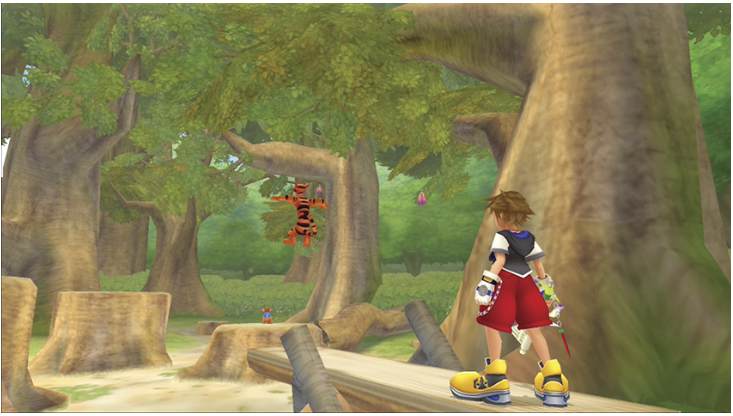

COMMAND
Hit
Magic
Items
Summon
MP HP

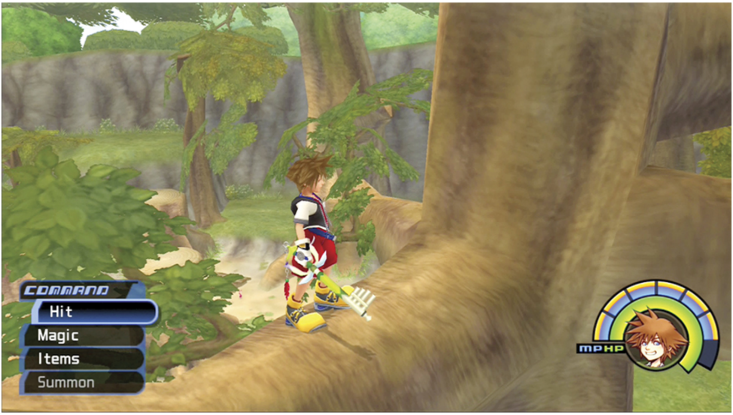

COMMAND
Hit
Magic
Items
Summon
MP HP

Find the tree stump near Piglet and stand on it. A water geyser next to Piglet shoots up in the air and carries a wooden platform atop it. Use the stumps to leap up and grab the platform.

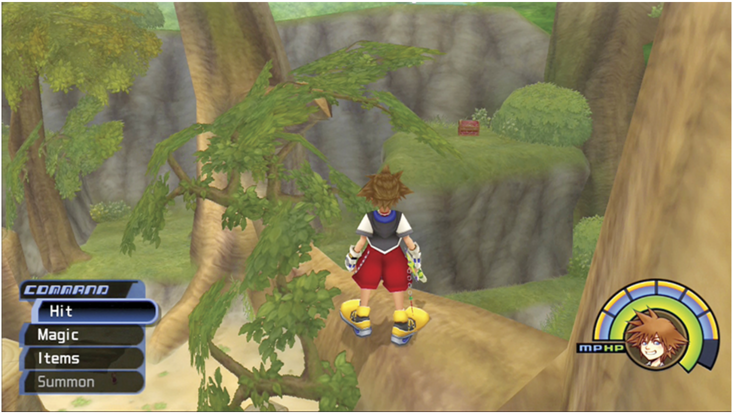

COMMAND
Hit
Magic
Items
Summon
MP HP

From the platform, jump over to the nearby tree and fetch a Rare Nut from the branch. Return your third Rare Nut to Owl for a Mythril Shard.

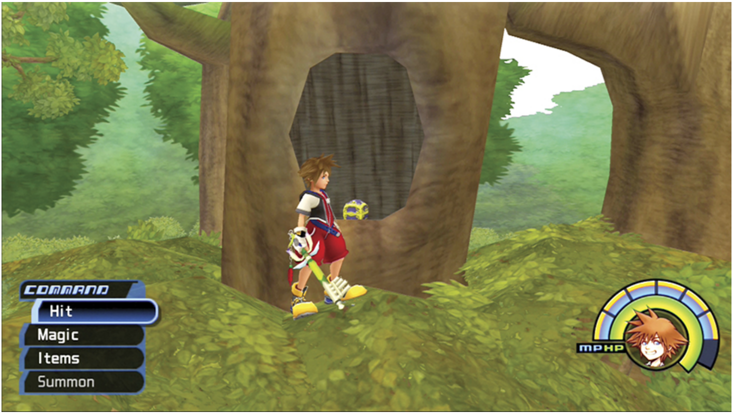



COMMAND
Hit
Magic
Items
Summon
MP HP

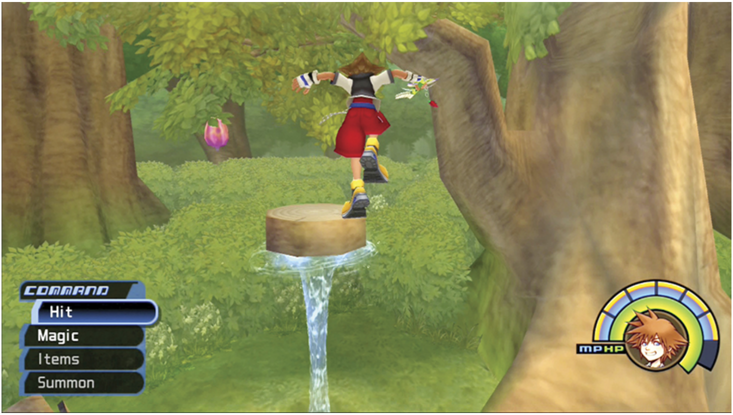
Now it's Tigger's turn to help you out. Choose Tigger as your partner on the seesaw and land on Tigger's branch.


COMMAND
Hit
Magic
Items
Summon
MP HP

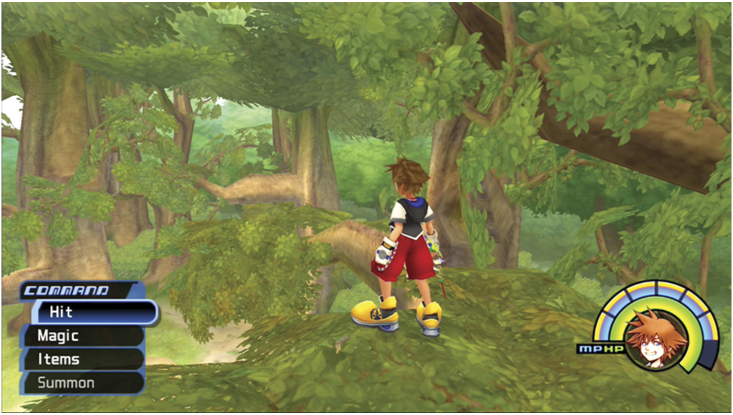
Jump over to the branch on your left and look for a plateau at the edge of the area with a red chest. Glide over to the plateau and open the chest for a Mythril Shard.

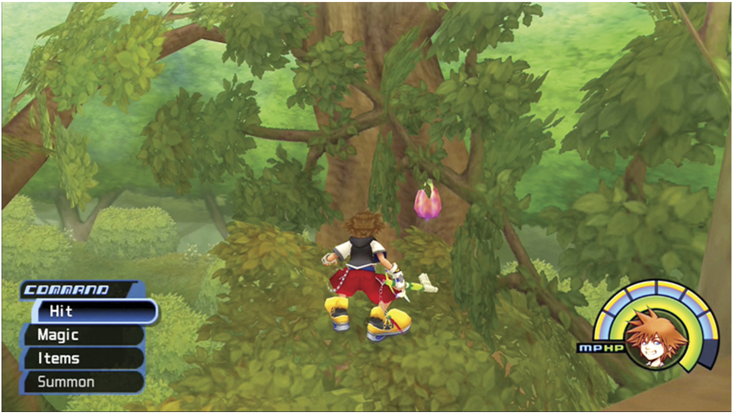

COMMAND
Hit
Magic
Items
Summon
MP HP

Turn and face the tree with Pooh standing at its base. Glide over to this tree's branches. Walk along them carefully until you see the hollow. Reach inside the hollow to knock a Shield2-G down to where Pooh stands and then go retrieve it.

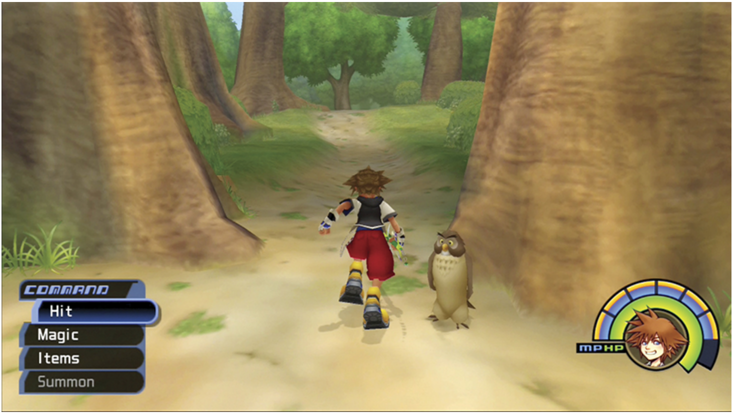

COMMAND
Hit
Magic
Items
Summon
MP HP

Run over to the opposite side of the area. Step on the circular tree stump here to shoot a nearby tree stump up in the air on another water geyser. Leap on this floating tree stump and grab the hanging Rare Nut in the tree branch overhead. Return the fourth Rare Nut to Owl for an AP Up.


COMMAND
Hit
Magic
Items
Summon
MP HP

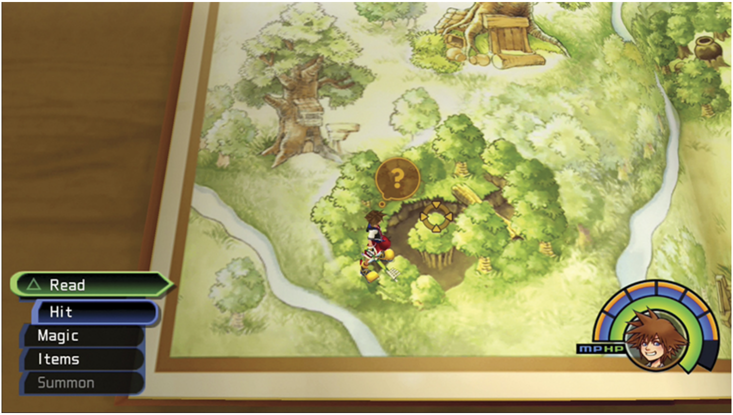

COMMAND
Hit
Magic
Items
Summon
MP HP

You can see the last Rare Nut from the seesaw in the distance. Have Roo bounce you up into the trees and then Glide across to the far trees and land next to the Nut. Return it to Owl for an Orichalcum.

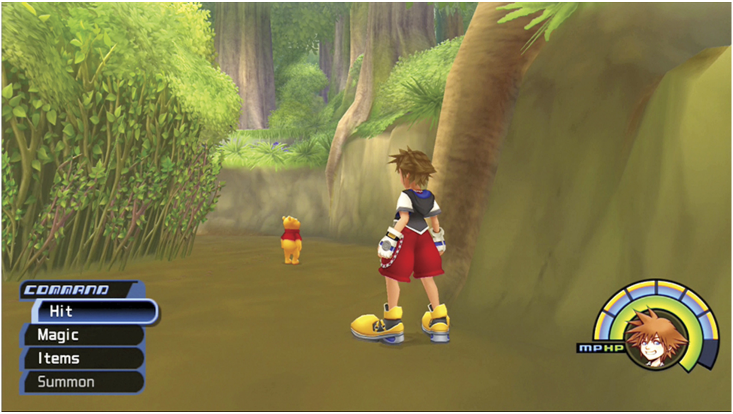

COMMAND
Hit
Magic
Items
Summon
MP HP

Leave the area via the path behind Owl. When you reach the Old Book pages, your Torn Page transforms into Mythril.

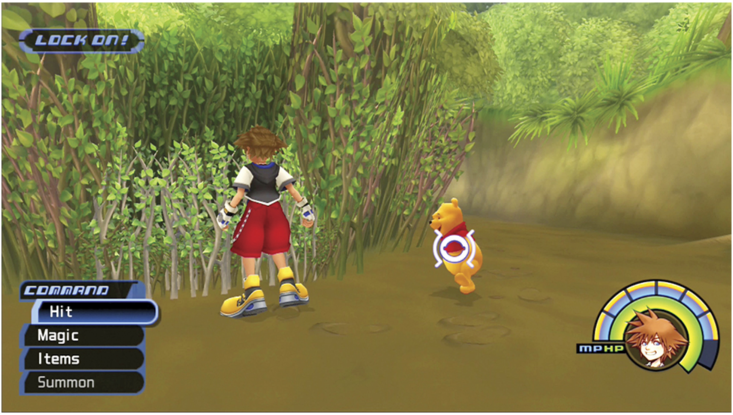
Step 7: Pooh's Muddy Path


Read
Hit
Magic
Items
Summon
MP HP

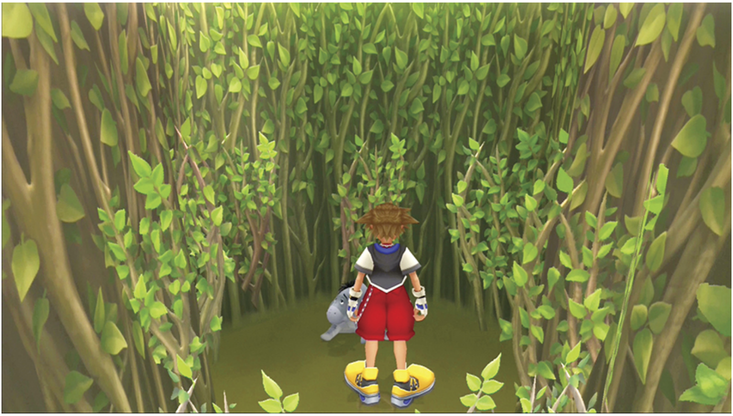
The final Torn Page unlocks the Muddy Path in the bottom-left corner of the Old Book pages.


COMMAND
Hit
Magic
Items
Summon
MP HP

Pooh has lost his friends again, and now he's following his own footsteps along a Muddy Path to try and find them all. You must reunite all of Pooh friends to finish this mini-game.


LOCK ON!
COMMAND
Hit
Magic
Items
Summon
MP HP

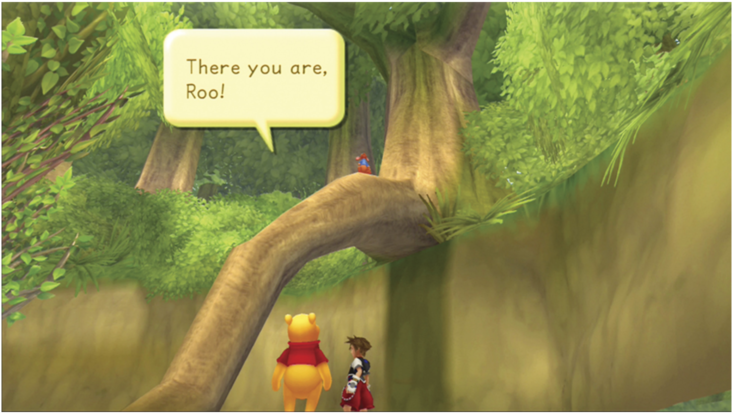
Lock onto Pooh and let him follow you around the large bush in the middle of the Muddy Path. When you reach the entrance to the bush's hidden alcove and examine it, you find Eeyore.



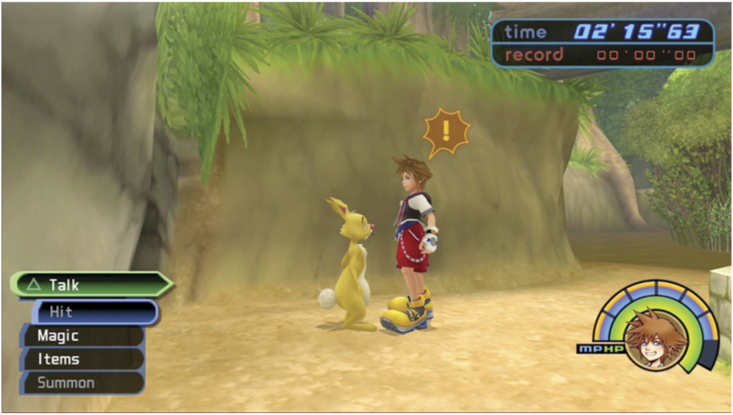
Speak to Eeyore. He's looking for more sticks to build a house, and you decide that the alcove Eeyore is in makes the perfect place to reunite all of Pooh's friends. With Eeyore already safe inside, it's time to bring Pooh to all his other friends.

Tip

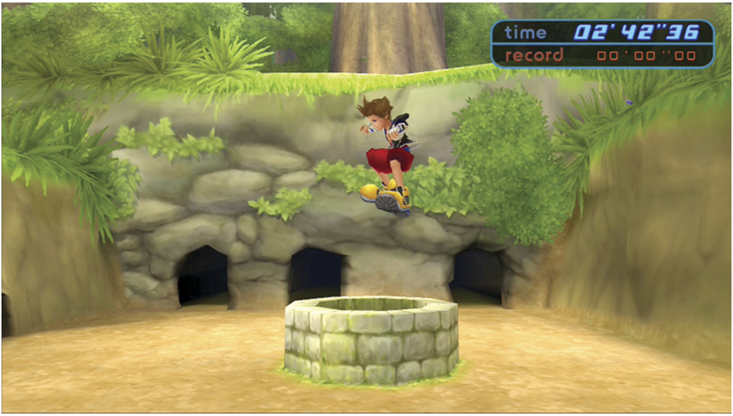
Pooh must be following you to find Roo and Piglet.

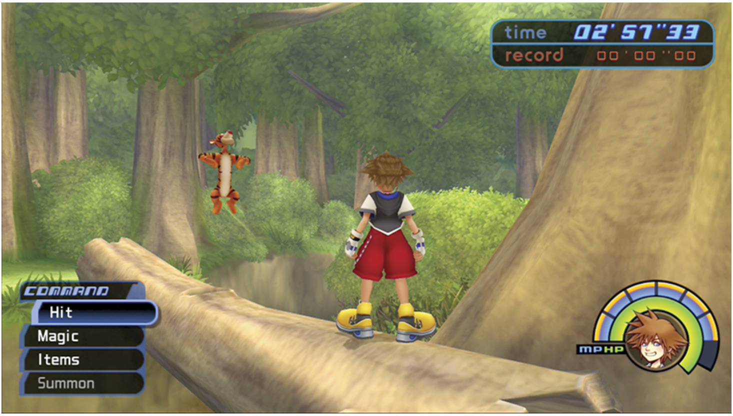

There you are, Roo!

Lock onto Pooh again and have him follow you a short distance behind the bush. Roo stands up on the long tree root overhanging the Muddy Path. Speak to Roo when he drops down and convince him to stay with Eeyore in the bush alcove.


time 02' 15"63
record 00' 00" 00
△ Talk
Hit
Magic
Items
Summon
MP HP

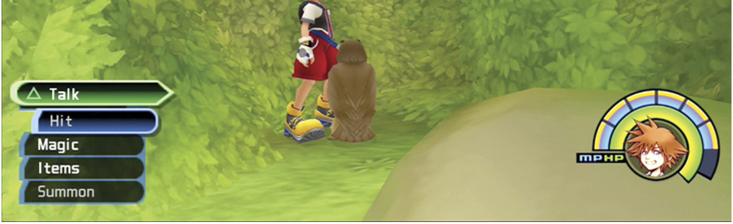
Walk over to the three holes in the stone wall in the back of the area. Wait patiently for Rabbit to emerge from one of the holes and quickly talk to him. Convince him to join the others back at the bush alcove.


time 02' 42"36
record 00' 00" 00

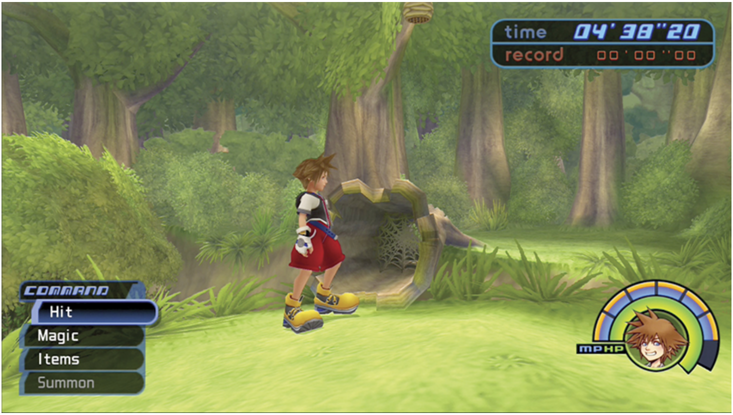

time 02' 57"33
record 00' 00" 00
COMMAND
Hit
Magic
Items
Summon
MP HP

Move over to the well in front of the rock wall. Air rises out of the well and you can float on the well air to reach the log above. Stand on the log and wait for the bouncing Tigger to approach. Talk to him to send him safely to the others.

time 04' 02"53
record 00' 00" 00
!

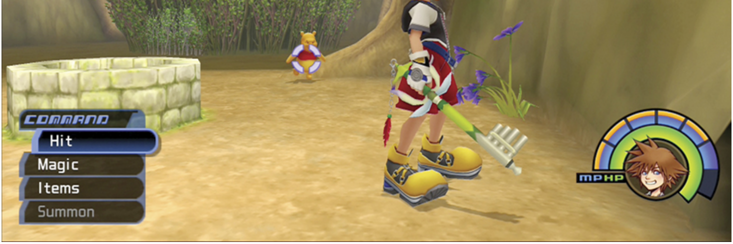

△ Talk
Hit
Magic
Items
Summon
MP HP

Use the well again to reach the log. Cross the log and jump up on the back platform with the tree (Piglet hides inside). Leave Piglet for now and wait for Owl to fly down and land in the grass next to the tree. Talk to him to send him back to the others.

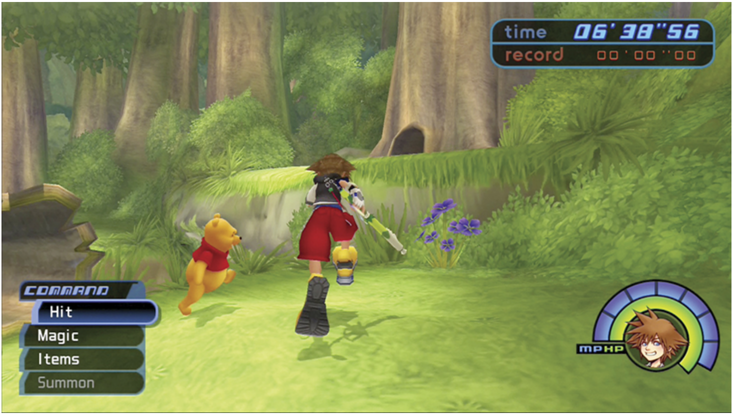

time 04'38"20
record 00'00"00
COMMAND
Hit
Magic
Items
Summon
MP HP

The last friend, Piglet, is the toughest to convince to return to safety. Remember, he's hiding out in the tree, and he won't come out unless he sees Pooh. Use the well to float up to the log and then peer inside. Burn the web that blocks the log's interior with any of your Fire spells.

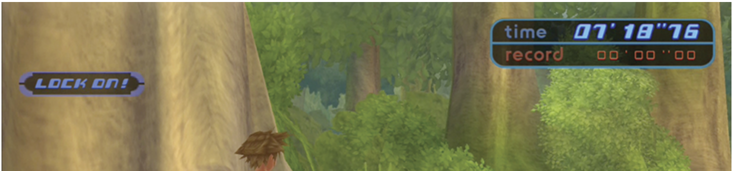
time 05'29"83
record 00'00"00
LOCK ON!

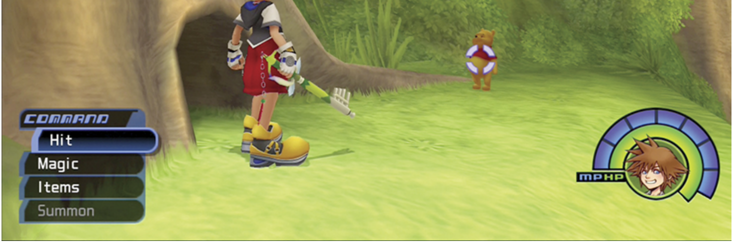

COMMAND
Hit
Magic
Items
Summon
MPHP

Drop back down to the Muddy Path and lock onto Pooh. Walk him over to the purple flowers by the well. The butterflies on the flowers will lift Pooh up to the next level.

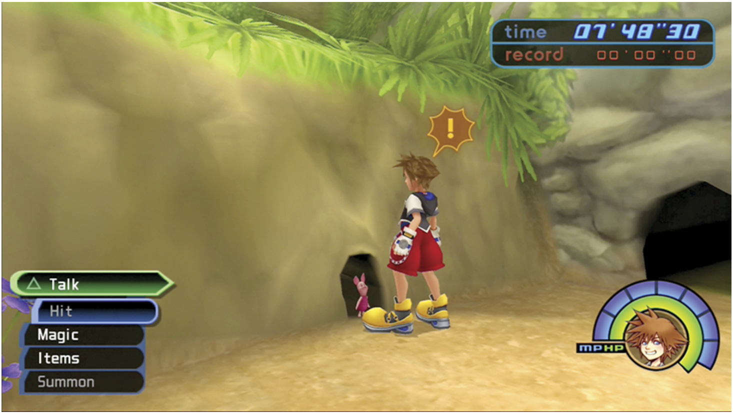

time 06'38"56
record 00'00"00
COMMAND
Hit
Magic
Items
Summon
MPHP

Lock onto Pooh so that he follows you across the log. On the other side, guide Pooh to the second set of purple flowers. They will take him up to the back level.


LOCK ON!
time 07'18"76
record 00'00"00


COMMAND
Hit
Magic
Items
Summon
MP HP

Walk Pooh over to the front of the tree. He will crawl inside and convince Piglet to finally come out.


time 07'48"30
record 00'00"00
!
△ Talk
Hit
Magic
Items
Summon
MP HP

Drop down to the small hole next to the well. Piglet emerges and will speak to you. Ask him to join the others back at the bush.

With Pooh and all his friends reunited, your mini-games in the Hundred Acre Wood are complete. You seal the world's keyhole and leave the Old Book, though you can always return to replay the mini-games if you like. For all your hard work, you receive the impressive EXP Ring.

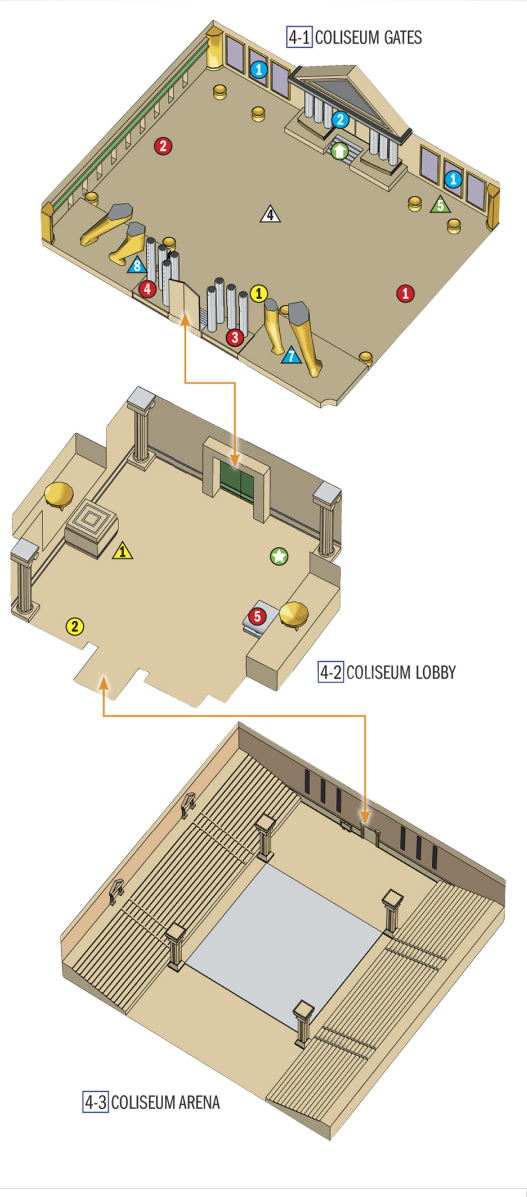
Essential Upgrade: EXP Ring

20 percent bonus to experience

MP +1

Since experience drives all your stat and ability gains, an item that boosts experience is a real prize. You probably want to equip Sora with it to gain levels quickly, unless you want to catch up someone at a lower level, like Donald, to the same level as the rest of the party.

Olympus Coliseum (Revisited)



Opponents

Name	Shadow	Soldier	Red Nocturne	Blue Rhapsody	Large Body	Cloud	Cerberus
HP	12	24	24	24	160	300	600

Items

No.	Item	Location	Condition
1	Firaga-G	4-1	Extinguish the eight flames with Blizzara
2	Holy-G	4-1	Extinguish the eight flames with Blizzaga
3	Mega-Potion	4-1	-
4	Orichalcum	4-1	Win Hades Cup
5	Olympia	4-2	Win Phil, Pegasus, and Hercules Cups

Characters

No.	Character	Location	Purpose
1	Hercules	4-1	After battle with Cerberus
2	Phil	4-2	-

Special Objects

No.	Prop	Location	Purpose
1	Billboard	4-1	When Phil Cup begins
2	World Exit	4-1	-

Trinities

Trinity	Location	Purpose
▲	4-1	Mythril Shard
▲	4-1	Dalmatians 22, 23, 24
▲	4-1	Mythril
▲	4-2	Seals Keyhole
▲	4-1	Violetta

Objectives

1. Understand the rules of engagement

2. Beat the Phil Cup

3. Beat the Pegasus Cup

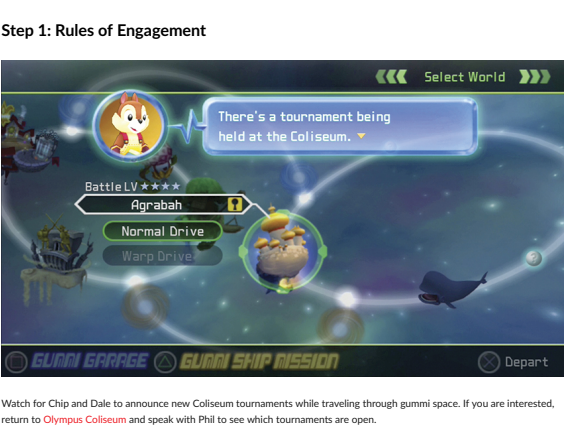
4. Beat the Hercules Cup

5. Beat the Hades Cup

6. Win the Gold Match

7. Win the Platinum Match

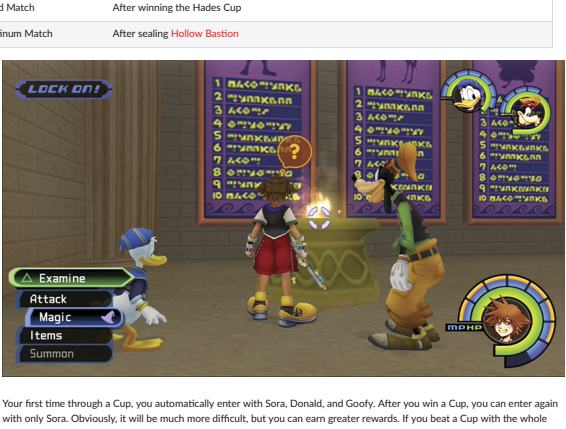
Step 1: Rules of Engagement



Watch for Chip and Dale to announce new Coliseum tournaments while traveling through gummi space. If you are interested, return to Olympus Coliseum and speak with Phil to see which tournaments are open.

> **Note**
>
> Once Phil gives you the Hero License for defeating Cerberus, you can return to the Olympus Coliseum and participate in the various tournaments as they open. You don't have to wait until the end of the game to join the Cup tournaments, though you will want to be around Level 60 to attempt the Hades Cup.

Cup	Availability
Phil Cup	After sealing Traverse Town
Pegasus Cup	After completing Monstro
Hercules Cup	After sealing Halloween Town and Neverland
Hades Cup	After sealing Hollow Bastion and winning all other Cup Tournaments
Gold Match	After winning the Hades Cup
Platinum Match	After sealing Hollow Bastion

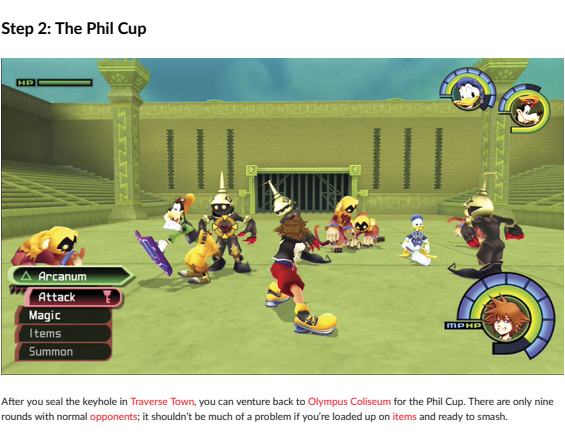


Your first time through a Cup, you automatically enter with Sora, Donald, and Goofy. After you win a Cup, you can enter again with only Sora. Obviously, it will be much more difficult, but you can earn greater rewards. If you beat a Cup with the whole party and Sora alone, you can enter a third time as a time trial. Clear the tournament before time runs out to win more rewards. Finally, if you've accomplished all that, you can choose specific fights in the tournament.

Once in the arena, opponents will not drop HP balls, MP balls, or munny. You are left to your combat prowess to avoid damage, healing and defensive spells, and whatever items you have equipped to restore HP and MP. Regular opponents will not drop items either, but you can gain items from bosses.

> **Caution**
>
> You cannot use any summons during tournaments.

Step 2: The Phil Cup



After you seal the keyhole in Traverse Town, you can venture back to Olympus Coliseum for the Phil Cup. There are only nine rounds with normal opponents; it shouldn't be much of a problem if you're loaded up on items and ready to smash.

For winning the Cup with a full party, you receive the Gravity spell or a Gravity spell upgrade. Beat it alone with Sora and you receive a Mythril Shard. Complete the time trials in under three minutes and you earn an AP Up.

PHIL CUP TOURNAMENT

Seed	Team	Opponents
9	Jungle Vice	Powerwild (x4), Soldier (x3)
8	Monkey & Magic	Powerwild (x1), Green Requiem (x2), Red Nocturne (x2), Yellow Opera (x5)
7	Big Feet	Hammerlegs (x1), Powerwild (x4)
6	Magic Alert	Red Nocturne (x5), Yellow Opera (x5)
5	Nightwalkers	Large Body (x1), Powerwild (x5)
4	Hard Hitters	Gauntlets (x1), Blue Rhapsody (x3), Shadow (x4)
3	Indomitable	Large Body (x2), Green Requiem (x6)
2	Wild Corps	Gauntlets (x1), Hammerlegs (x1), Powerwild (x4)
1	Shadow Battalion	Armored Torso (x1), Yellow Opera (x4), Blue Rhapsody (x4)

Step 3: The Pegasus Cup

After you escape Monstro, you can return to Olympus Coliseum for the Pegasus Cup. There are only nine rounds in this tournament too, but this time you have a tough boss fight at the end.

For winning the Cup with a full party, you receive the Strike Raid ability. Beat it alone with Sora and you receive Mythril. Complete the time trials in under three minutes and you earn a Defense Up.

PEGASUS CUP TOURNAMENT

Seed	Team	Opponents
9	Ghost Bandits	Search Ghost (x2), Bandit (x1), Air Soldier (x3)
8	Marauders	Bandit (x2), Barrel Spider (x3), Shadow (x4)
7	Sluggers	Fat Bandit (x1), Large Body (x2), Pot Spider (x1), Barrel Spider (x1)
6	Pots & Bolts	Pot Spider (x5), Yellow Opera (x3), Green Requiem (x2)
5	The Big Combo	Fat Bandit (x2), Search Ghost (x4)
4	Toadstool	Black Fungus (x3)
3	Pots & Barrels	Pot Spider (x5), Barrel Spider (x5)
2	Giant Impact	Fat Bandit (x3), Large Body (x2)
1	Leon & Yuffie	Leon, Yuffie

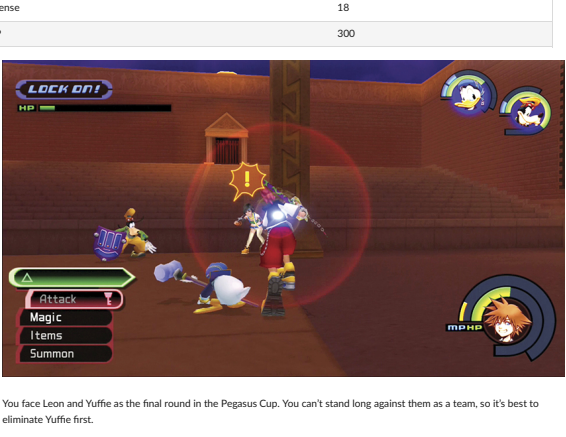
Boss Fight: Leon and Yuffie

Leon

HP	600
Strength	21
Defense	18
EXP	400

Yuffie

HP	300
Strength	21
Defense	18
EXP	300



You face Leon and Yuffie as the final round in the Pegasus Cup. You can't stand long against them as a team, so it's best to eliminate Yuffie first.

Use Dodge Roll to avoid attacks and wait for Yuffie to stop moving. She will begin to heal herself and Leon, and that's the time to strike. If you hit her while she's casting, you inflict damage and prevent her spells from going off. It won't take long to defeat her this way.

At the start of the fight, Leon acts very similarly to how he did when you fought in Traverse Town. Keep out of range from his big blade; listen for his attack announcements and dodge immediately to avoid them.

After Leon takes some damage, he begins to rely on his gun blade and swings it in a wide arc. Dodge Roll when he rears back to launch this attack and try to slide in behind him. When you do, barrage him with a quick combo and get out. Keep up this hit-and-run tactic to defeat Leon before he knocks you out.

Step 4: The Hercules Cup

After you seal both Halloween Town and Neverland, you can come back to Olympus Coliseum for the Hercules Cup. There are nine rounds in this tournament too, but this time you have two bosses to overcome if you want the prize.

You face Cloud again in the fourth seed. Battle him the same way that you did the last time you fought in the Coliseum. He has added a new combat wrinkle, though: He can glide. Since you can too, being airborne should not be an issue. Defeating Cloud wins you the Metal Chocobo key chain and 500 experience.

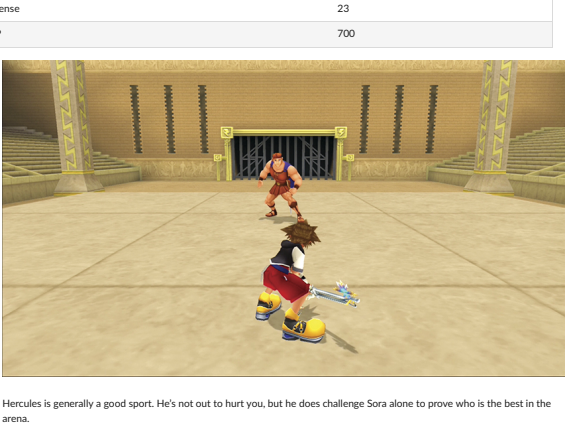
For winning the Cup with a full party, you receive the Herc's Shield for Goofy and the whole team can now use yellow Trinity Marks. Use the yellow Trinity Mark in the Lobby to seal the Olympus Coliseum keyhole. Beat the Hercules Cup alone with Sora and you receive an Orichalcum. Complete the time trials in under three minutes and you earn a Power Up.

HERCULES CUP TOURNAMENT

Seed	Team	Opponents
9	Dusk Vanguard	Gargoyle (x5), Shadow (x3)
8	Minions of Horror	Wight Knight (x4), Air Pirate (x1), Barrel Spider (x2)
7	Buccaneers	Battleship (x1), Pirate (x4)
6	Stray Phantom	Gargoyle (x4), Wight Knight (x3)
5	Mad Truffle	Rare Truffle (x1)
4	Cloud	Cloud
3	Dark Squadron	Wight Knight (x1), Gargoyle (x2), Pirate (x2), Air Pirate (x2)
2	Flying Pirates	Battleship (x2), Pirate (x2), Air Pirate (x1)
1	Hercules	Hercules

Boss Fight: Hercules

HP	450
Strength	29
Defense	23
EXP	700



Hercules is generally a good sport. He's not out to hurt you, but he does challenge Sora alone to prove who is the best in the arena.

Whenever Hercules glows yellow, he's invulnerable. Wait for him to stop and admire his muscles, then pick up a barrel and throw it at him. This shakes Hercules up for a short time and you can land normal damage on him. Try to toss the barrel at Hercules from close range so that you can immediately strike with combos when the invulnerability drops.

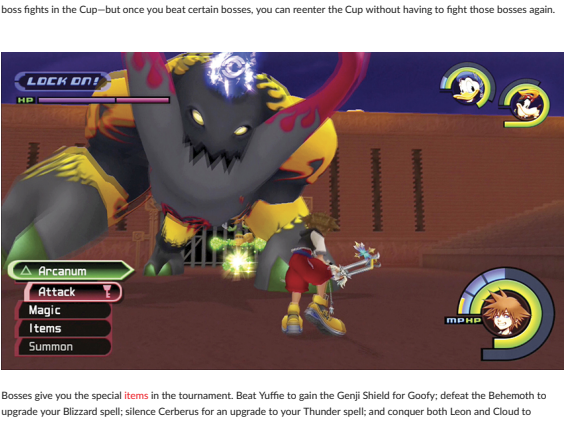
You don't want to get hit by the serious damage that Hercules' attacks can put on you. Dodge his close-combat attacks, and when he charges, Dodge Roll to the side or Glide up and out of the way. Also avoid his tornado attack, though when he ends his spin, Hercules gets dizzy for a few seconds and may be vulnerable to counterattack.

If barrels get destroyed, wait a few seconds and they will reappear. Stay away from his offensive might and wait patiently for those moments when Hercules stares at his biceps. Hit him with enough barrels and combos and you can beat one of the most powerful heroes in the game.

> **Note**
>
> Win the Phil, Pegasus, and Hercules Cups, in any order, and you earn the Olympia key chain.

Step 5: The Hades Cup

After you seal Hollow Bastion and beat all previous Cups, you can return to Olympus Coliseum for the Hades Cup. There are a whopping 49 rounds in this tournament! You want to be around Level 60 before attempting the tournament—there are many boss fights in the Cup—but once you beat certain bosses, you can reenter the Cup without having to fight those bosses again.



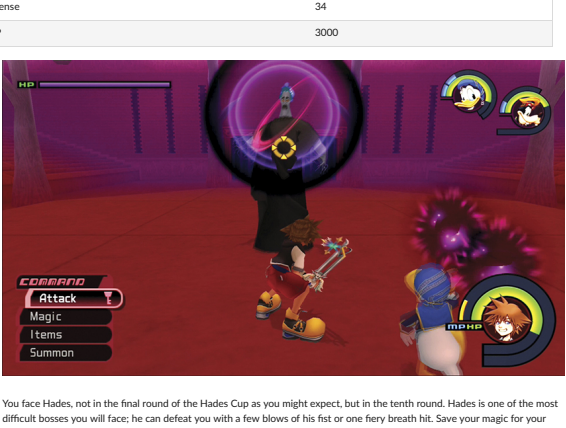
Bosses give you the special items in the tournament. Beat Yuffie to gain the Genji Shield for Goofy; defeat the Behemoth to upgrade your Blizzard spell; silence Cerberus for an upgrade to your Thunder spell; and conquer both Leon and Cloud to receive the Lionheart key chain. Beat the Hades Cup alone with Sora and you receive Donald's Save the Queen staff. Complete the time trials in under 20 minutes and you earn Goofy's Save the King shield.

HADES CUP TOURNAMENT

Seed	Team	Opponents
49	Shadow Brothers	Soldier (x3), Shadow (x7)
48	Wild Dance	Wight Knight (x3), Powerwild (x4)
47	Terrible Feet	Hammerlegs (x1), Pirate (x4), Shadow (x2)
46	Dirty Claws	Powerwild (x1), Pot Spider (x8)
45	Mad Truffle	Rare Truffle (x1)
44	Yuffie	Yuffie
43	Outlaws	Bandit (x3), Pirate (x4)
42	Dark Garrison	Defender (x1), Wight Knight (x3), Soldier (x2)
41	Bad Union	Bandit (x1), Powerwild (x2), Large Body (x1), Fat Bandit (x1), Soldier (x1)
40	Behemoth	Behemoth
39	Red Legion	Search Ghost (x1), Red Nocturne (x8)
38	Blue Legion	Blue Rhapsody (x7), Gargoyle (x2)
37	Sorcerous Armor	Guard Armor (x1), Blue Rhapsody (x2), Red Nocturne (x2)
36	Mad Fungus	Black Fungus (x1), Green Requiem (x4)
35	Spiders & Magic	Red Nocturne (x3), Yellow Opera (x3), Pot Spider (x2)
34	Optical Trick	Stealth Sneak (x1), Blue Rhapsody (x2), Green Requiem (x4)
33	Magic Force	Wizard (x1), Red Nocturne (x2), Yellow Opera (x4), Blue Rhapsody (x2)
32	Shadow Summoners	Wizard (x3), Shadow (x6)
31	Mystic Mages	Angel Star (x1), Wizard (x4)
30	Cerberus	Cerberus
29	Sky Raiders	Air Soldier (x4), Air Pirate (x3)
28	Spookies	Search Ghost (x6)
27	Terrible Fists	Gauntlets (x1), Gargoyle (x5)
26	Shadow Storm	Shadow (x7)
25	Avengers	Bandit (x1), Wight Knight (x1), Pirate (x1), Soldier (x1), Powerwild (x1)
24	Dark Knights	Opposite Armor (x1), Darkball (x6)
23	Black Flap	Gargoyle (x2), Air Soldier (x3), Air Pirate (x2)
22	Night Soarers	Wyvern (x3), Search Ghost (x2), Wight Knight (x2)
21	Air Corsairs	Battleship (x1), Wyvern (x2), Darkball (x4)
20	Cloud & Leon	Cloud, Leon
19	The Large Trio	Large Body (x3), Wight Knight (x2)
18	Blaze Bandits	Fat Bandit (x3), Red Nocturne (x4)
17	False Angels	Angel Star (x2), Wyvern (x2), Large Body (x2)
16	Dark Storm	Darkball (x7)
15	Air Brigade	Wyvern (x1), Air Pirate (x1), Air Soldier (x1), Gargoyle (x1), Search Ghost (x1)
14	Violent Bunch	Fat Bandit (x2), Invisible (x1), Wizard (x2)
13	Heavy Warriors	Fat Bandit (x2), Defender (x1), Large Body (x2)
12	Interceptors	Defender (x3)
11	Elder Force	Invisible (x3), Angel Star (x2)
10	Hades	Hades
9	Night Rave	Shadow (x5), Darkball (x3), Invisible (x1)
8	The Requiem	Red Nocturne (x2), Blue Rhapsody (x2), Yellow Opera (x2), Wizard (x2), Angel Star (x1)
7	Invisible Fear	Stealth Sneak (x1), Invisible (x3)
6	Mad Mushroom	White Mushroom (x3)
5	Black Storm	Shadow (x7), Darkball (x7)
4	Twin Mirage	Stealth Sneak (x2)
3	Shadow Troopers	Wyvern (x7), Wizard (x7), Defender (x7)
2	Final Battalion	Darkball (x7), Angel Star (x7), Invisible (x7)
1	Rock Titan	Rock Titan

Boss Fight: Hades

HP	1800
Strength	42
Defense	34
EXP	3000



You face Hades, not in the final round of the Hades Cup as you might expect, but in the tenth round. Hades is one of the most difficult bosses you will face; he can defeat you with a few blows of his fist or one fiery breath hit. Save your magic for your Cure and Aero spells, and don't worry too much about Donald and Goofy—use your items to keep yourself alive!

SHORTCUT
Firaga
Aero
Stopra

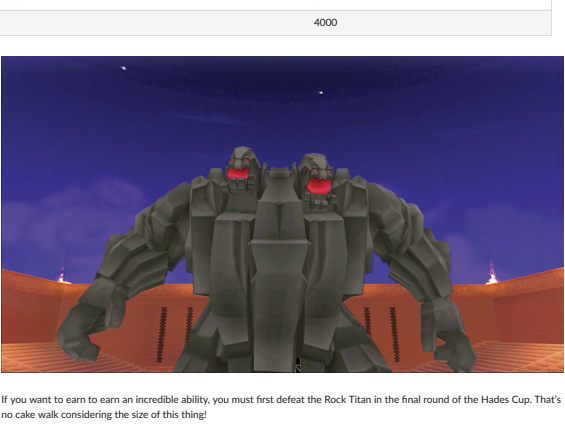
You are going to have to risk death each time you attack Hades. He can only be damaged while he is attacking. Run toward Hades to get him to fire his flame breath at you, then dodge and score a quick combo against his unprotected flank. If you make a mistake and can't avoid the flame breath, trigger off your Blizzard spell to cancel the effects of the attack.

His spinning column of fire will destroy you if you let it rip over you. As soon as you see Hades spread out his arms to let loose the flames, Dodge Roll behind him (or in front of him, if you have no choice) and stay parallel to him as he spins around. Pull this off and you won't be touched by the flames and you'll be all set for a counterattack when the flames cease.

It is going to take a long while to chip away at his HP total. You must be patient and always think defense first; one aggressive mistake and you're toast. Keep up the pressure when Hades is vulnerable and you can have the lord of the underworld on his knees. Beating Hades earns you an upgrade for your Gravity spell and Ansem's Report 8.

Boss Fight: Rock Titan

HP	2100
Strength	42
Defense	34
EXP	4000



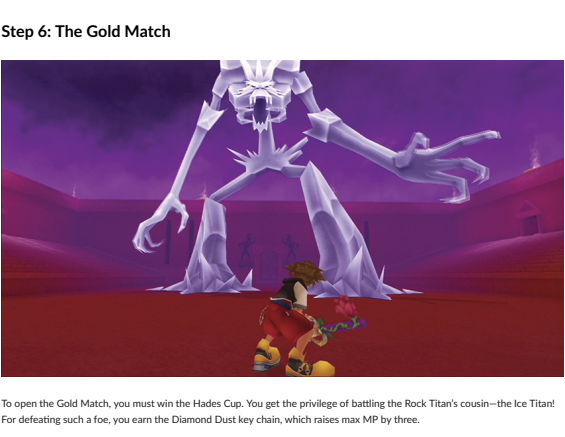
If you want to earn to earn an incredible ability, you must first defeat the Rock Titan in the final round of the Hades Cup. That's no cake walk considering the size of this thing!

Target one of the Titan's giant feet and attack it relentlessly when damage is heading your way. Ars Arcanum, Thunder spells, Gravity spells, and good old-fashioned combos after combos all work well. Eventually, you will deal enough damage to topple the Rock Titan over on its back.

When the Titan falls over, immediately Superglide up to its heads. Attack one of the heads from the far side as much as you can while avoiding the head's counterattacks. You can only damage its HP meter with attacks to the head directly.

The Titan will send out shock waves to damage you, and a single foot stomp can destroy more than half of your HPs. Use Curaga and Aeroga as often as necessary to stay in the fight, and run through all your items to maintain high HP and MP. It's the final fight, so hold nothing back. If you can pound the Rock Titan into rubble, you earn the fantastic Trinity Limit ability.

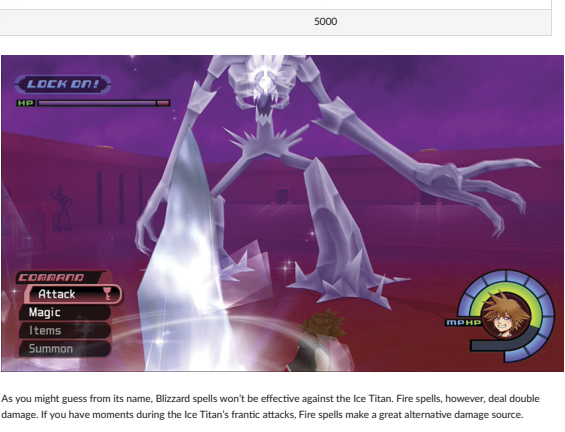
Step 6: The Gold Match



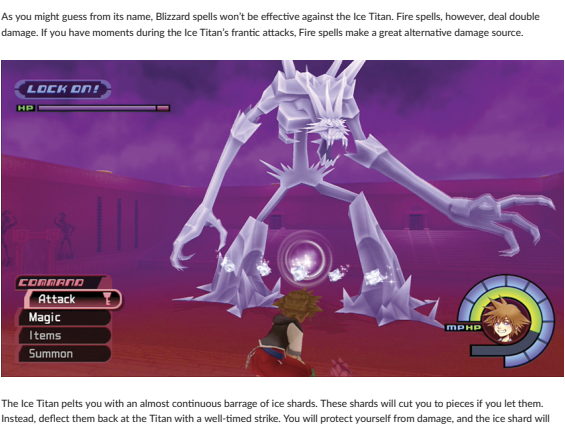
To open the Gold Match, you must win the Hades Cup. You get the privilege of battling the Rock Titan's cousin—the Ice Titan! For defeating such a foe, you earn the Diamond Dust key chain, which raises max MP by three.

Boss Fight: Ice Titan

HP	1500
Strength	46
Defense	46
EXP	5000

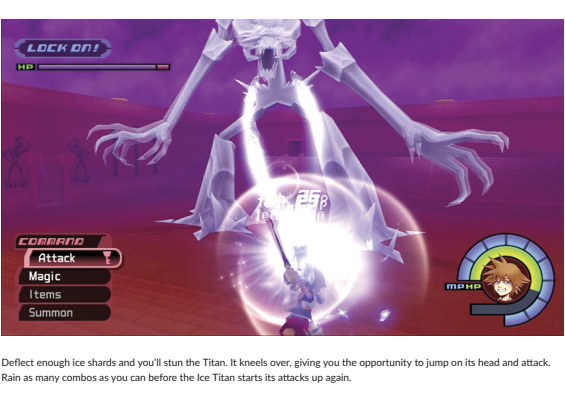


As you might guess from its name, Blizzard spells won't be effective against the Ice Titan. Fire spells, however, deal double damage. If you have moments during the Ice Titan's frantic attacks, Fire spells make a great alternative damage source.

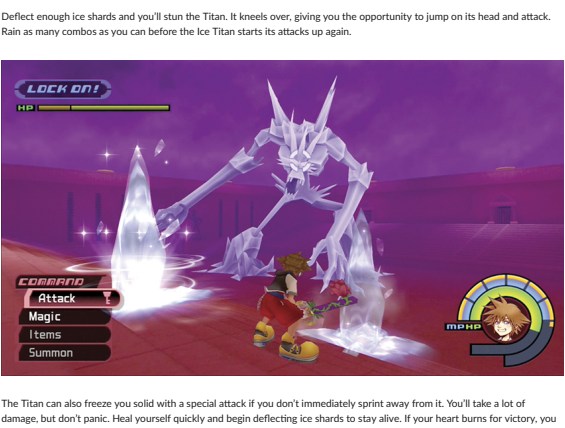


The Ice Titan pelts you with an almost continuous barrage of ice shards. These shards will cut you to pieces if you let them. Instead, deflect them back at the Titan with a well-timed strike. You will protect yourself from damage, and the ice shard will rebound and strike the Ice Titan for damage. Be patient and stay on your toes to deflect any ice shard headed straight for you.

> **Caution**
>
> Do not cast any Aero spells. It makes deflecting the ice shards much more difficult.

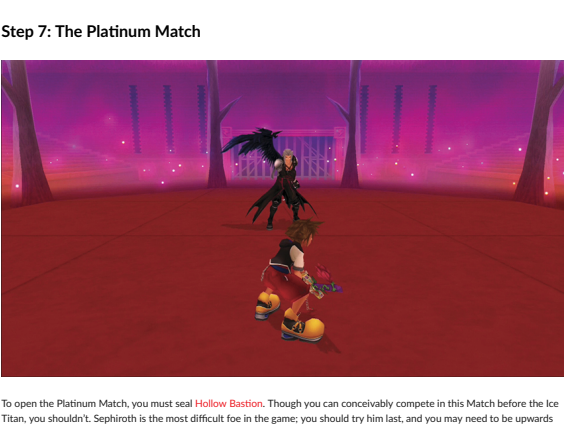


Deflect enough ice shards and you'll stun the Titan. It kneels over, giving you the opportunity to jump on its head and attack. Rain as many combos as you can before the Ice Titan starts its attacks up again.



The Titan can also freeze you solid with a special attack if you don't immediately sprint away from it. You'll take a lot of damage, but don't panic. Heal yourself quickly and begin deflecting ice shards to stay alive. If your heart burns for victory, you will ultimately shatter the Ice Titan's hold on the title of Gold Match champion.

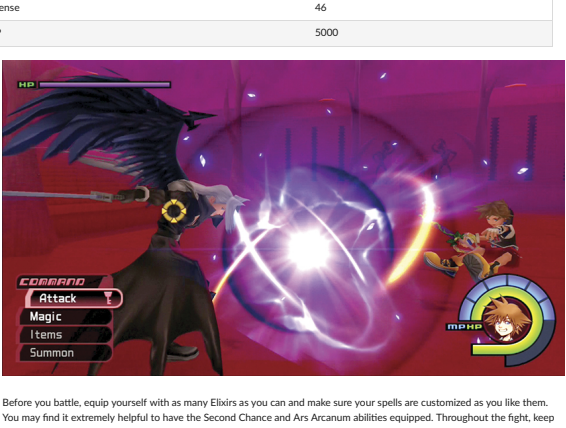
Step 7: The Platinum Match



To open the Platinum Match, you must seal Hollow Bastion. Though you can conceivably compete in this Match before the Ice Titan, you shouldn't. Sephiroth is the most difficult foe in the game; you should try him last, and you may need to be upwards to Level 100 to defeat him. For besting the best of the best, you earn the One-Winged Angel key chain and Ansem's Report 12.

Boss Fight: Sephiroth

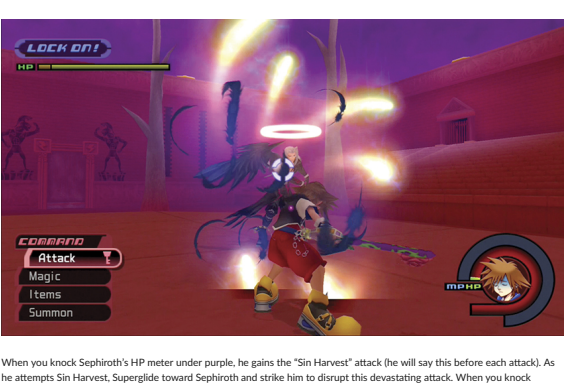
HP	1500
Strength	46
Defense	46
EXP	5000



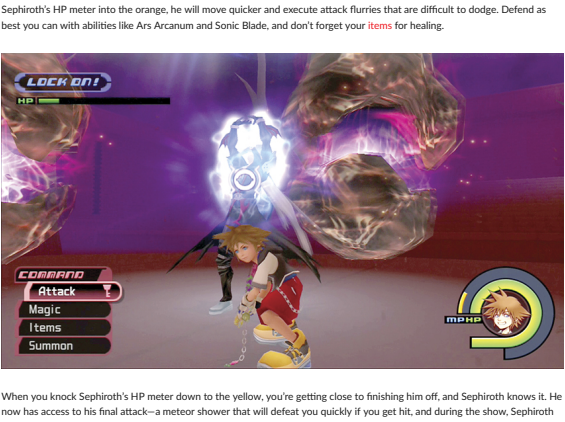
Before you battle, equip yourself with as many Elixirs as you can and make sure your spells are customized as you like them. You may find it extremely helpful to have the Second Chance and Ars Arcanum abilities equipped. Throughout the fight, keep up Aeroga and use Curaga as needed.

Sephiroth starts out with three main attacks. First, he walks around swinging his long blade. Dodge Roll away from it to avoid damage. Second, he may cast a pillar of fire. If you get caught in this, use Ars Arcanum to inflict damage while you're invulnerable. Third, Sephiroth will start teleporting behind you when you start hammering him with damage. When he disappears, immediately expect an attack from behind and dodge to the side.

> **Tip**
>
> Once Sephiroth starts teleporting, lock onto him so you can track his movements better.



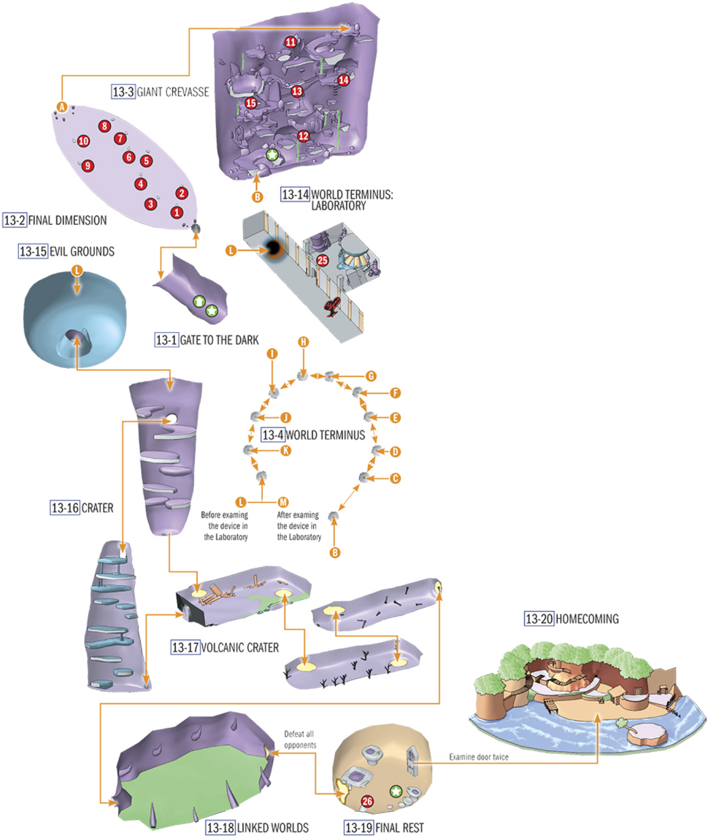
When you knock Sephiroth's HP meter under purple, he gains the "Sin Harvest" attack (he will say this before each attack). As he attempts Sin Harvest, Superglide toward Sephiroth and strike him to disrupt this devastating attack. When you knock Sephiroth's HP meter into the orange, he will move quicker and execute attack flurries that are difficult to dodge. Defend as best you can with abilities like Ars Arcanum and Sonic Blade, and don't forget your items for healing.



When you knock Sephiroth's HP meter down to the yellow, you're getting close to finishing him off, and Sephiroth knows it. He now has access to his final attack—a meteor shower that will defeat you quickly if you get hit, and during the show, Sephiroth is invulnerable. Survive this and the dark orbs he begins to cast at you with your dodges and special abilities. If you are the ultimate champion, you will have the wits and finesse to finish the villain off and earn a long-deserved rest.

End of the World

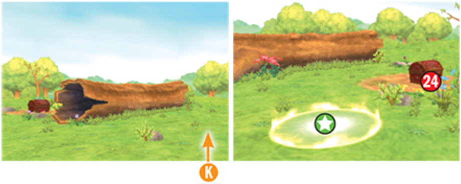
End of the World


13-3 GIANT CREVASSE
A
8
7
10
6
5
9
4
2
3
1
11
14
13
15
12
B
13-14 WORLD TERMINUS: LABORATORY
13-2 FINAL DIMENSION
13-15 EVIL GROUNDS
L
L
25
13-1 GATE TO THE DARK
H
I
G
F
J
E
13-4 WORLD TERMINUS
K
D
C
L
M
Before examing the device in the Laboratory
After examing the device in the Laboratory
B
13-16 CRATER
13-17 VOLCANIC CRATER
13-20 HOMECOMING
Defeat all opponents
Examine door twice
26
13-18 LINKED WORLDS
13-19 FINAL REST

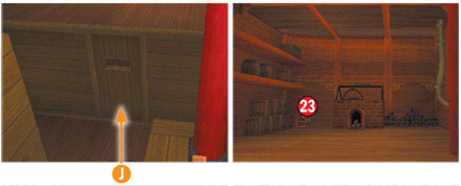
Items

No.	Item	Location	Condition
①	Mythril Shard	13-2	-
②	Pretty Stone	13-2	Defeat opponents
③	Mega-Potion	13-2	-
④	Mythril	13-2	Defeat Behemoth
⑤	Elixir	13-2	-
⑥	Mythril Shard	13-2	-
⑦	Pretty Stone	13-2	Defeat opponents
⑧	Cottage	13-2	-
⑨	AP Up	13-2	Defeat opponents
⑩	Gale	13-2	Defeat opponents
⑪	Dark Matter	13-3	-
⑫	Full-Life-G	13-3	-
⑬	Ultima-G	13-3	-
⑭	Haste-G	13-3	-
⑮	Drill-G	13-3	-
⑯	Spirit Gem	13-5	-
⑰	Thunder Gem	13-6	-
⑱	Frost Gem	13-7	-
⑲	Bright Gem	13-8	-
⑳	Blaze Gem	13-9	-
㉑	AP Up	13-10	-

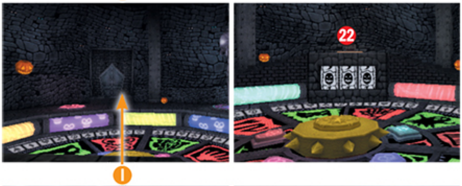
22	Lucid Gem	13-11	-
23	Mighty Shield	13-12	-
24	Megalixir	13-13	-
25	Elixir	13-14	-
26	Megalixir	13-19	-



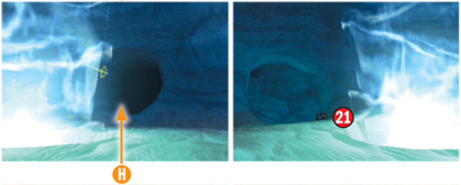
13-13 WORLD TERMINUS: HUNDRED ACRE WOOD



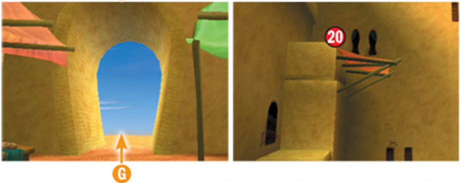
13-12 WORLD TERMINUS: NEVERLAND



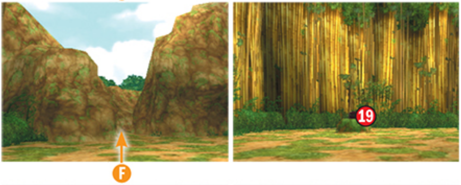
13-11 WORLD TERMINUS: HALLOWEEN TOWN



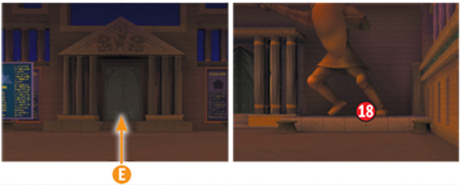
13-10 WORLD TERMINUS: ATLANTICA



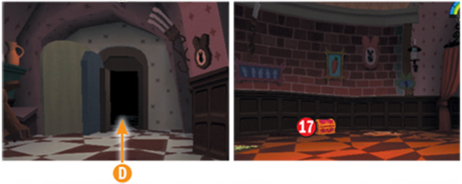
13-9 WORLD TERMINUS: AGRABAH



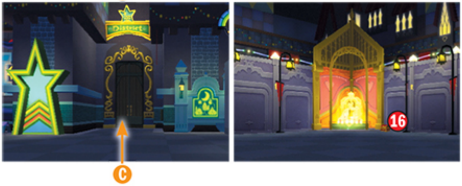
13-8 WORLD TERMINUS: DEEP JUNGLE



13-7 WORLD TERMINUS: OLYMPUS COLISEUM



13-6 WORLD TERMINUS: WONDERLAND


District
16
C

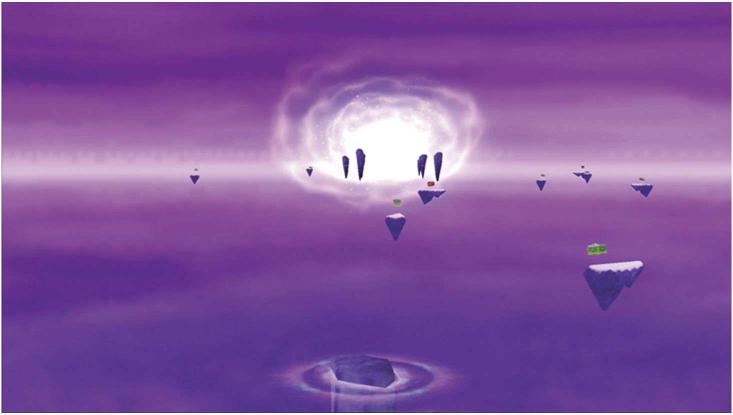
13-5 WORLD TERMINUS: TRAVERSE TOWN

Opponents

Name	HP
Sheltering Zone	240
Screwdriver	120
Aquatank	300
Wight Knight	120
Gargoyle	135
Pirate	120
Darkball	90
Defender	300
Wyvern	150
Wizard	90

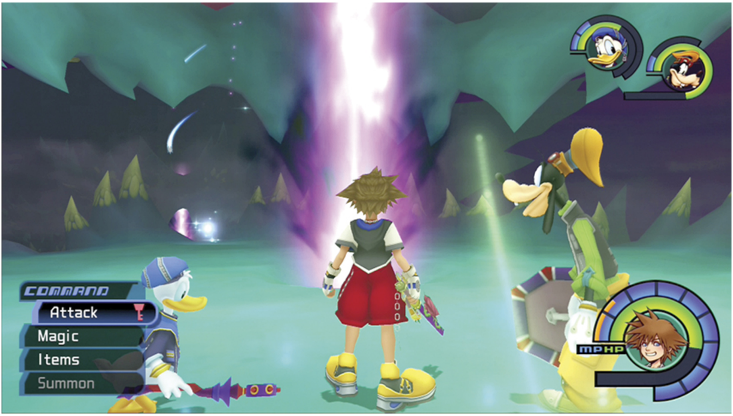
Behemoth	1050
Invisible	300
Angel Star	220
White Mushroom	-
Black Fungus	9
Rare Truffle	-
Chernabog	1500
Ansem	1500
Darkside	900
Ansem 2	1200
World of Chaos	1500

Objectives



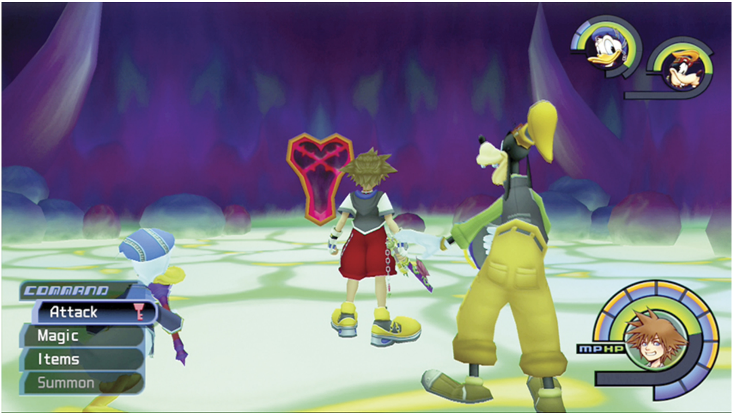
1. Trek through the Final Dimension

2. Scour the Giant Crevasse

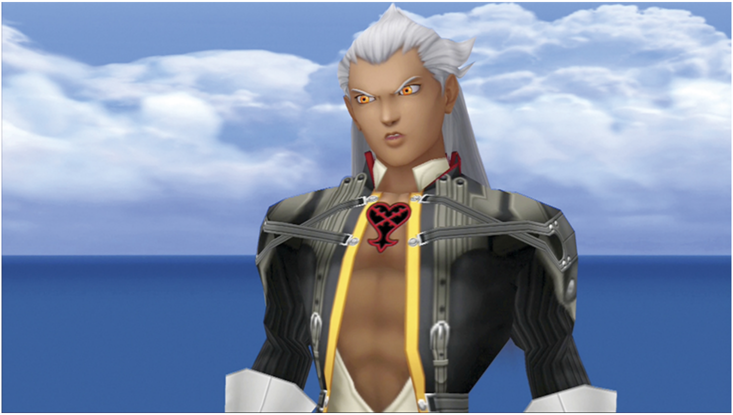

COMMAND
Attack
Magic
Items
Summon
MP HP

3. Revisit all the worlds

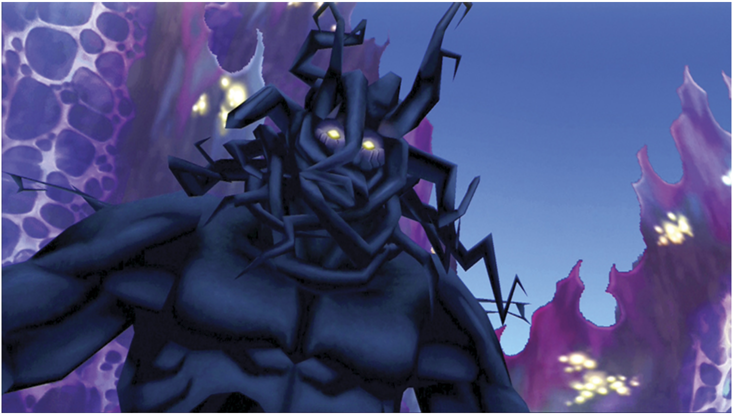
4. Defeat Chernabog


COMMAND
Attack
Magic
Items
Summon
MP HP

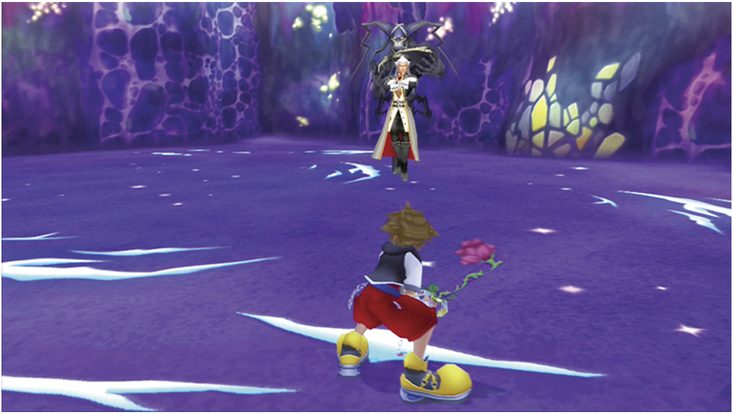
5. Survive till the Final Rest



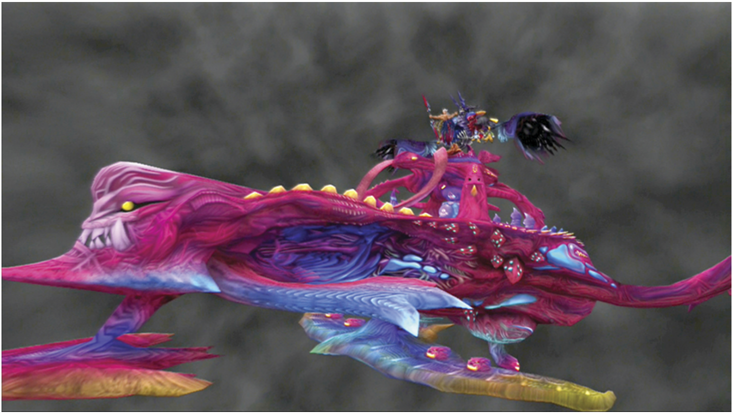
6. Defeat Ansem



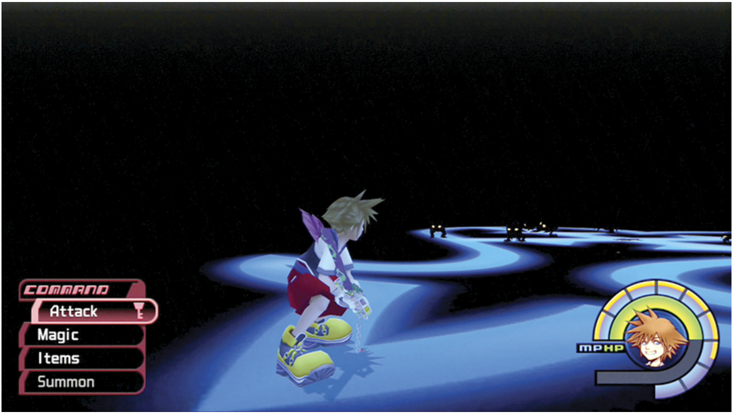
7. Defeat Darkside



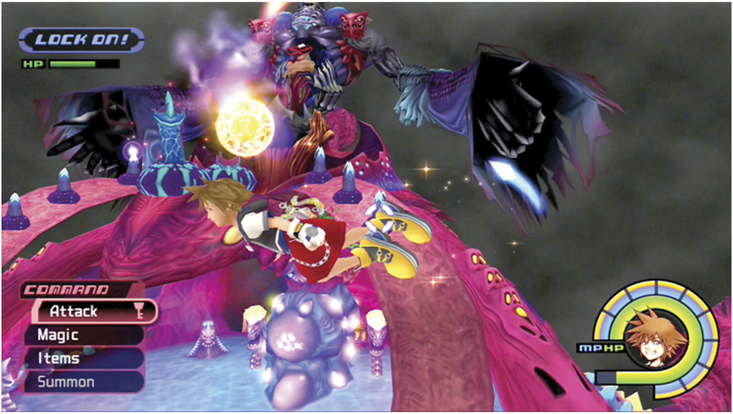
8. Defeat Ansem II



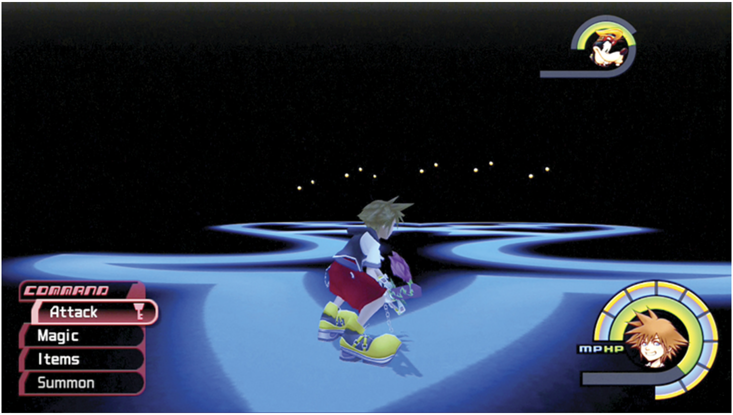
9. Destroy the World of Chaos


COMMAND
Attack
Magic
Items
Summon
mp
HP

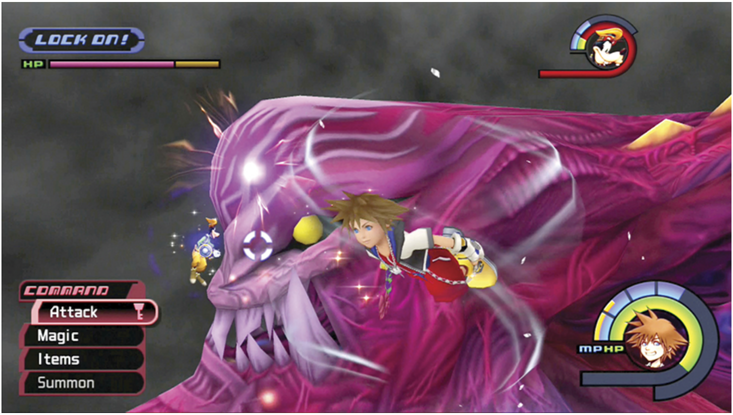
10. Destroy the Room Core


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

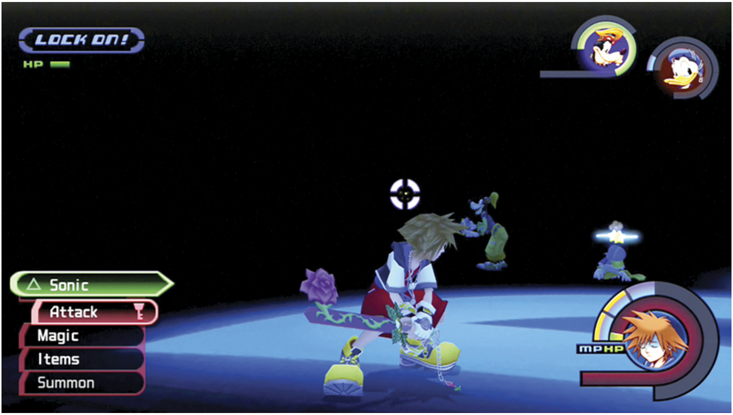
11. Destroy the Artillery


COMMAND
Attack
Magic
Items
Summon
MP HP

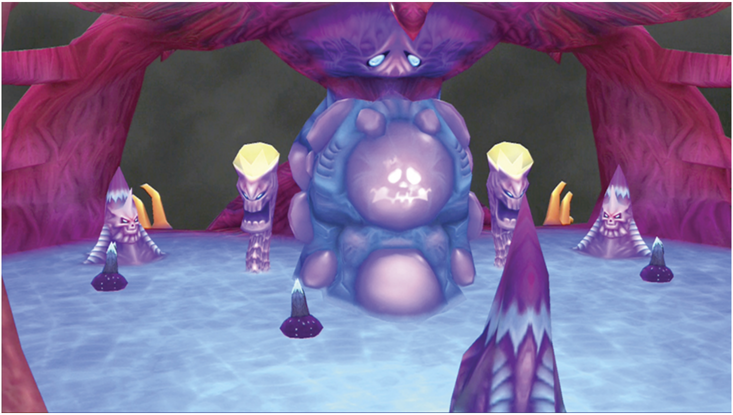
12. Destroy the Room Core II


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

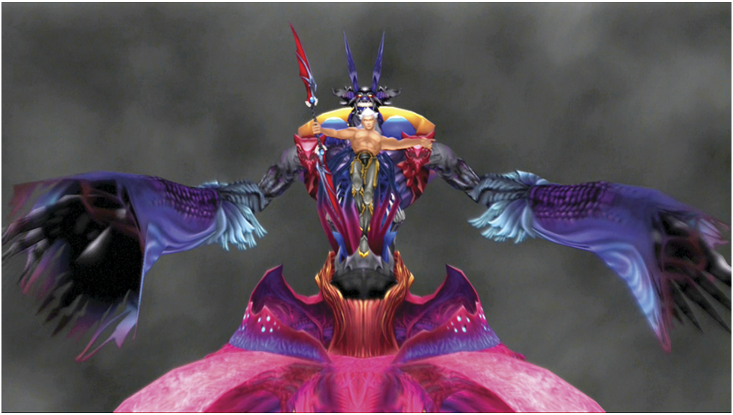
13. Defeat the Face


LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

14. Destroy the Room Core III



15. Destroy the Main Core

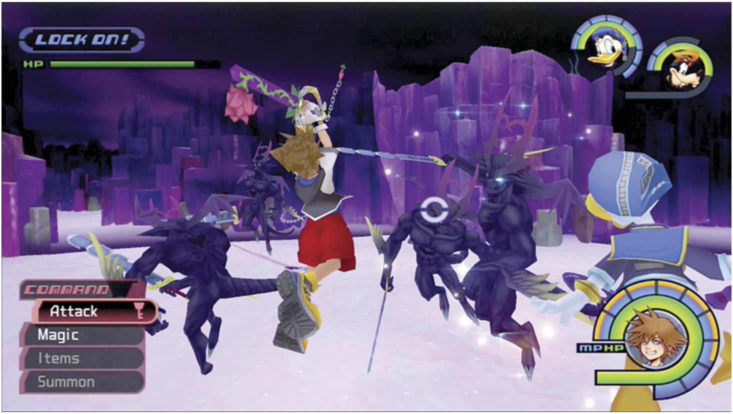


16. Defeat Ansem III

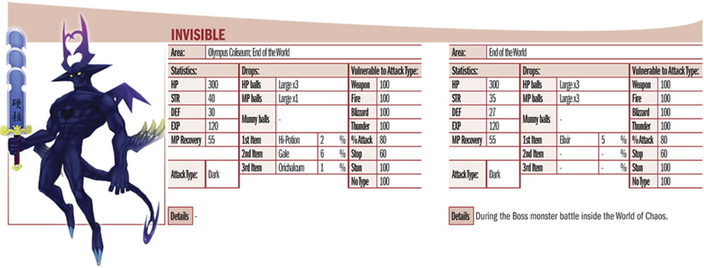
17. Complete the game!

Step 1: Trek Through the Final Dimension

It's highly recommended that you're at least Level 50 and you've won the Hercules Cup at the Olympus Coliseum before attempting the End of the World. Some of the tougher "normal" opponents are more like mini-bosses, and you'll face off against more bosses, and in a row, than almost all the other worlds combined. If you're ready for a grueling grind through the Heartless, proceed.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

After you save at the save point in the entrance cave, walk forward until a black sphere drops from the sky and swallows you. The sphere transports you to an icy landscape filled with Invisibles. Battle these Heartless as you would other aerial opponents, except that they have a lot more HP. They disappear too, and if an Invisible dissipates into smoke and encircles you, immediately Dodge Roll to avoid damage.



INVISIBLE

Area: Olympus Coliseum; End of the World

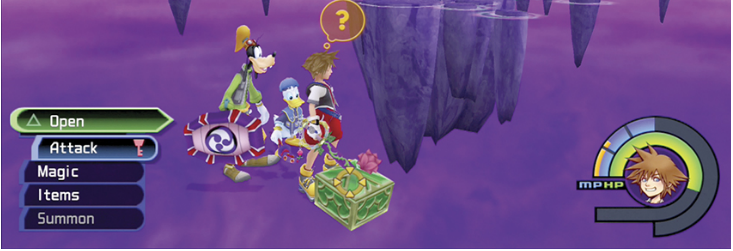
Statistics:		Drops:				Vulnerable to Attack Type:	
HP	300	HP balls	Large x3			Weapon	100
STR	40	MP balls	Large x1			Fire	100
DEF	30	Munny balls	-			Blizzard	100
EXP	120					Thunder	100
MP Recovery	55	1st Item	Hi-Potion	2	%	% Attack	80
		2nd Item	Gale	6	%	Stop	60
Attack Type:	Dark	3rd Item	Orichalcum	1	%	Stun	100
						No Type	100

Details -

Area: End of the World

Statistics:		Drops:				Vulnerable to Attack Type:	
HP	300	HP balls	Large x3			Weapon	100
STR	35	MP balls	Large x3			Fire	100
DEF	27	Munny balls	-			Blizzard	100
EXP	120					Thunder	100
MP Recovery	55	1st Item	Elixir	5	%	% Attack	80
		2nd Item	-	-	%	Stop	60
Attack Type:	Dark	3rd Item	-	-	%	Stun	100
						No Type	100

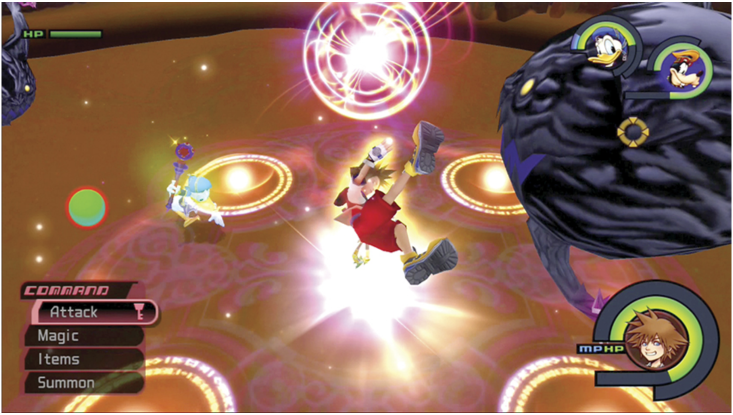
Details During the Boss monster battle inside the World of Chaos.


Open
Attack
Magic
Items
Summon
MP HP

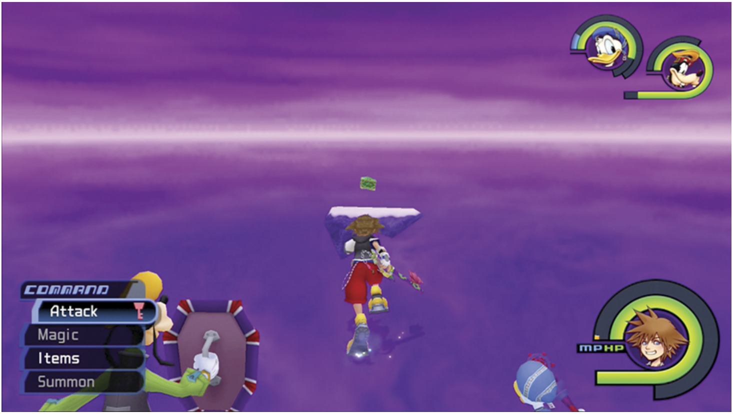
Once you defeat the Invisibles, head toward the green chest off to the side. This transports you back to the Final Dimension landscape where you can open the green chest for a Mythril Shard.

Caution

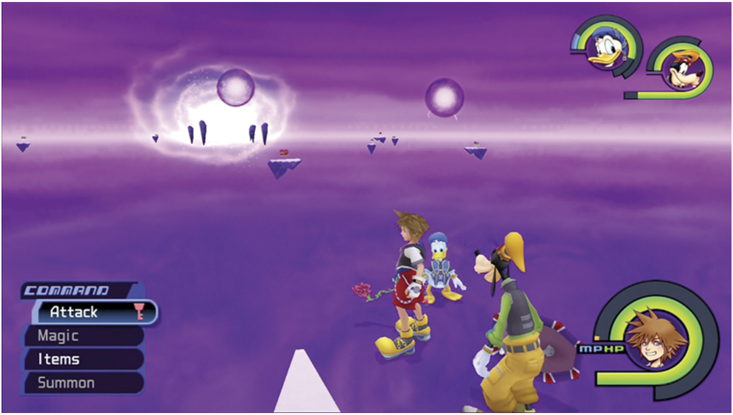
Avoid falling dark orbs to prevent additional enemy ambushes.


HP
COMMAND
Attack
Magic
Items
Summon
MP HP

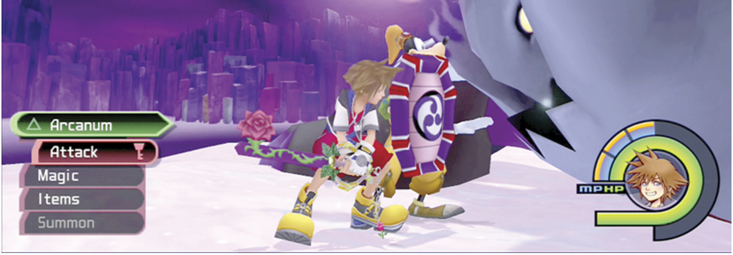
Each floating rock in the area looks like an arrow. Follow the “arrows” to successfully navigate to the far side. Continue across the clear surface—you won’t fall through—and head for the next floating rock off to the right. Open the green chest here to teleport to another battlefield with Darkballs and Invisibles. Victory earns you a Pretty Stone from the chest.


COMMAND
Attack
Magic
Items
Summon
MP HP

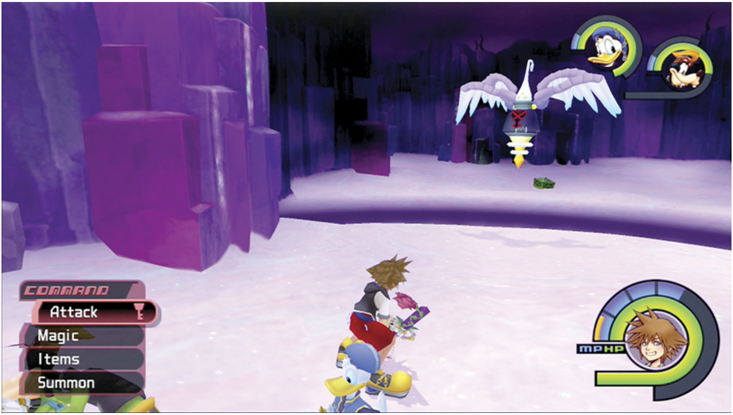
Follow the path straight across to the next island with a green chest. Open the chest for a Mega-Potion.


COMMAND
Attack
Magic
Items
Summon
MP HP

LOCK ON!
HP
540p

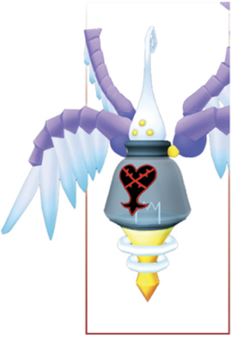

Arcanum
Attack
Magic
Items
Summon
MP HP

Continue on to the island ahead with the red chest. Open the chest to be whisked to a battlefield with a Behemoth. As you've done before, avoid the front of the creature and dodge under it when the Behemoth's horn explodes with energy. Climb up its back and hammer away at its horn to deliver deadly damage. You receive Mythril for your efforts.


COMMAND
Attack
Magic
Items
Summon
MP HP

Angel Stars assault you on the next island. When these creatures close their wings and shield themselves, they are invulnerable. Prepare to switch on and off targets depending on which Angel Stars can be hit. When they launch their roving ground attacks, take to the air and swat them from up high. You receive an Elixir when you return to the Final Dimension purple landscape.

ANGEL STAR



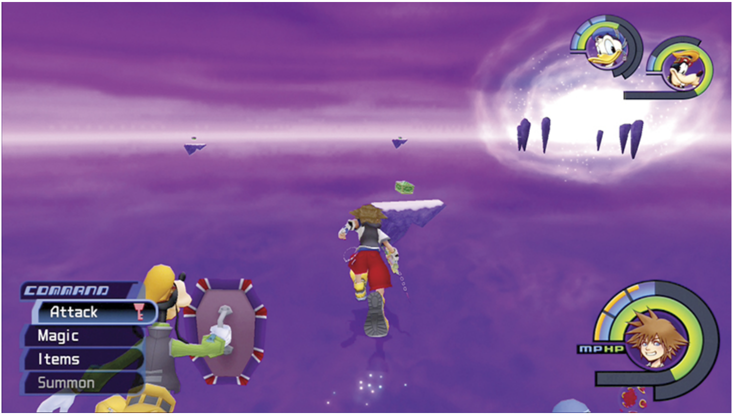
Area:	Olympus Coliseum; End of the World

Statistics:	
HP	220
STR	40
DEF	30
EXP	150
MP Recovery	55
Attack Type:	Thunder, Dark

Drops:			
HP balls	-		
MP balls	Small x5, Large x3		
Munny balls	Medium x3, Large x2		
1st Item	Ether	2	%
2nd Item	Gale	6	%
3rd Item	Mythril	1	%

Vulnerable to Attack Type:	
Weapon	100
Fire	50
Blizzard	50
Thunder	0
% Attack	50
Stop	30
Stun	100
No Type	100

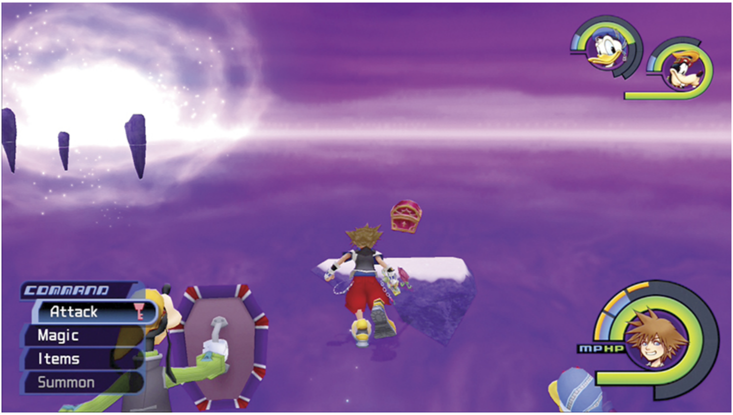
Details	-


COMMAND
Attack
Magic
Items
Summon
MP HP

Gain a Mythril Shard at the next island with a green chest.

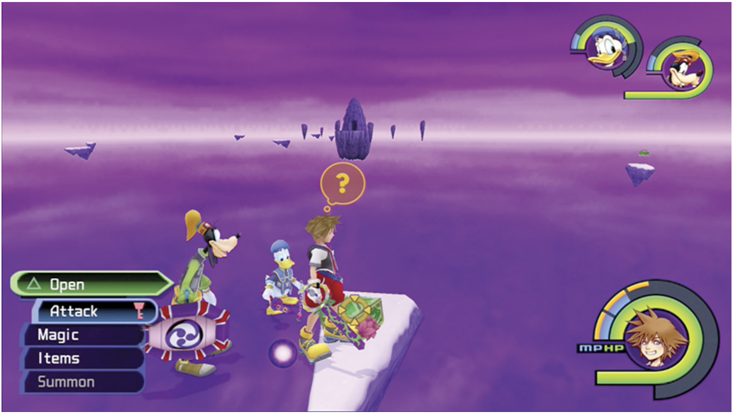
COMMAND
Attack
Magic
Items
Summon
MP HP

The seventh island holds a green chest that transports you to another confrontation with Invisibles and Angel Stars. When you beat them, you return and gain a Pretty Stone.

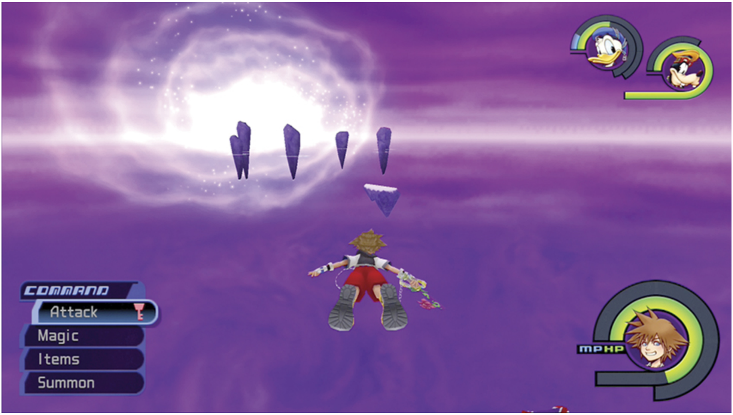

COMMAND
Attack
Magic
Items
Summon
MP HP

Cross the island with the red chest. You don't have to fight any opponents this time. Simply open the chest for a Cottage.

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

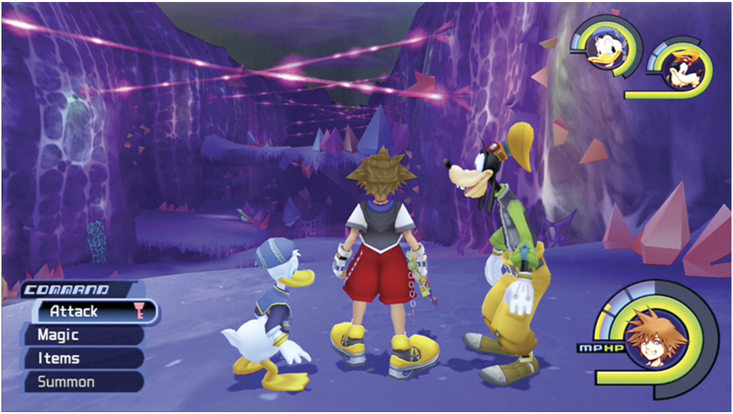

Open
Attack
Magic
Items
Summon
MP HP

Cross the area to the final two green chests. Defeat the Heartless guarding these chests to receive an AP Up and a Gale.

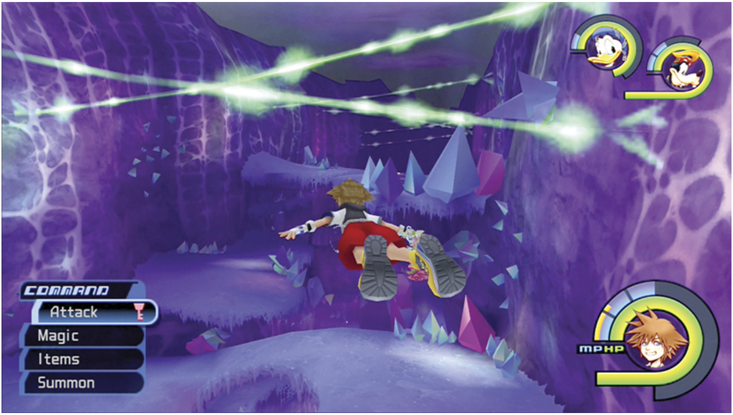

COMMAND
Attack
Magic
Items
Summon
MP HP

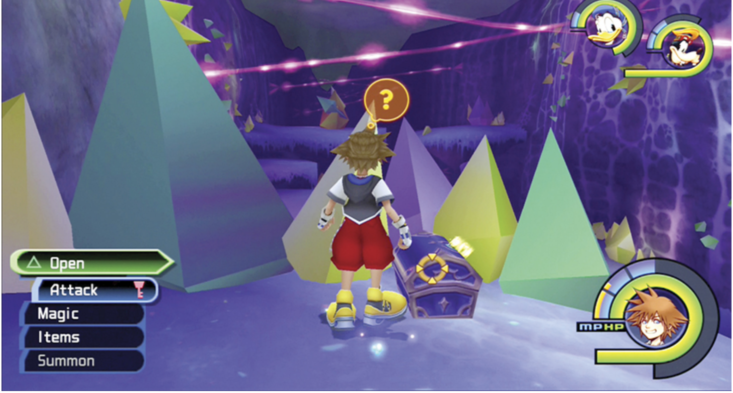
Enter the white light at the end of the Final Dimension landscape. You have to defeat another Behemoth to continue; you should have this opponent strategy down pat by now.

Step 2: Collect Everything in the Giant Crevasse

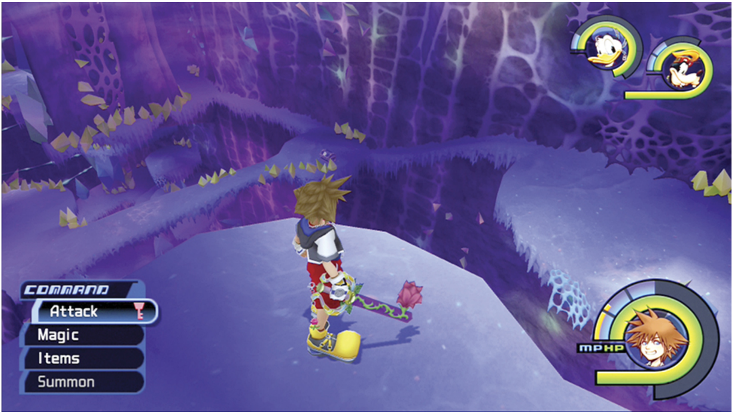

COMMAND
Attack
Magic
Items
Summon
MP HP

You don't have to defend against many opponents in here, so concentrate on good Glides and precise jumps to collect all the items in the area. If you fall, climb back up by the green webbing on the walls or leap back up via ledges.

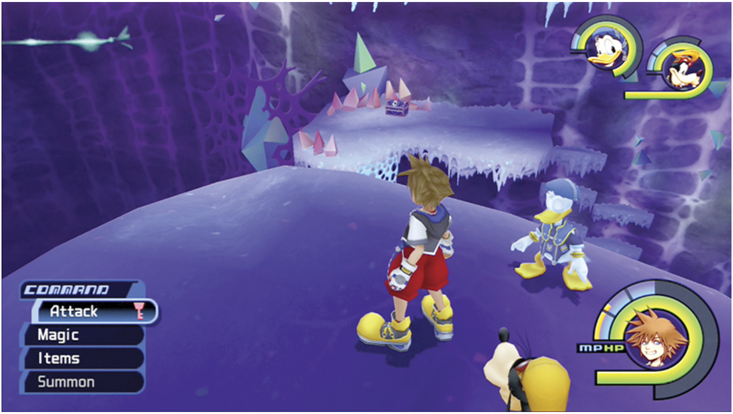

COMMAND
Attack
Magic
Items
Summon
MP HP


Open
Attack
Magic
Items
Summon
MP HP

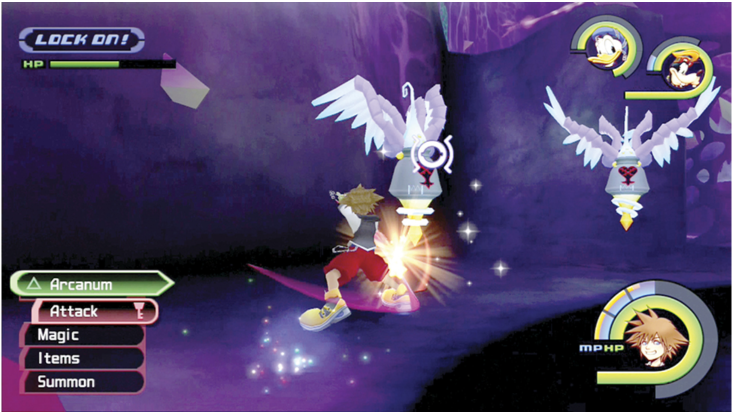
Glide from the entrance platform to the crystal-covered far platform. It's a difficult Glide because it's so far away. If you can't grab the ledge, continue past it and grab the green webbing on the wall to your right. Climb up to the top ledge and jump off. Glide from this platform to get at the crystal-covered platform from behind. A blue chest on the crystal-covered platform holds Dark Matter.

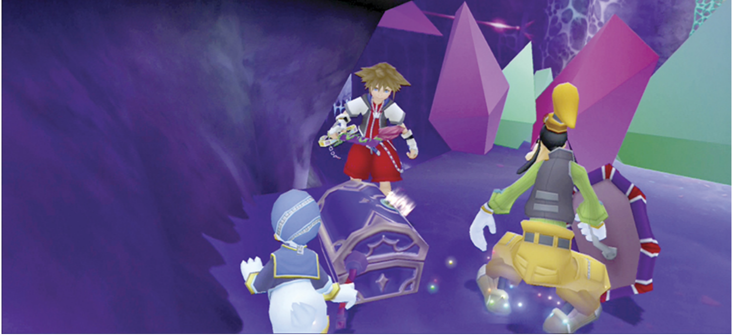

COMMAND
Attack
Magic
Items
Summon
MP HP

Glide back toward the entrance and drop down a few platforms to an easy-to-reach blue chest containing an Ultima-G.

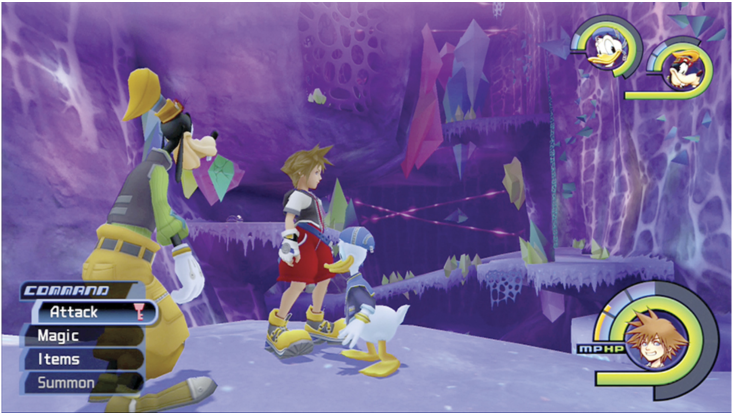

COMMAND
Attack
Magic
Items
Summon
MP HP

From your current position, Glide to the far end of the Crevasse and look for another blue chest on a small side ledge. Open the chest for a Drill-G.

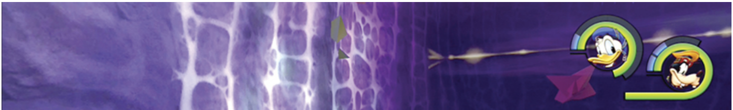

LOCK ON!
HP
△ Arcanum
Attack
Magic
Items
Summon
MP HP



Glide down to the other side of the Crevasse and drop into a skull-like rock formation. Inside you'll encounter a nest of Angel Stars. Defeat the stars and drop down the hole in the floor to find the blue chest. Open it for a Full-Life-G.


COMMAND
Attack
Magic
Items
Summon
MP HP

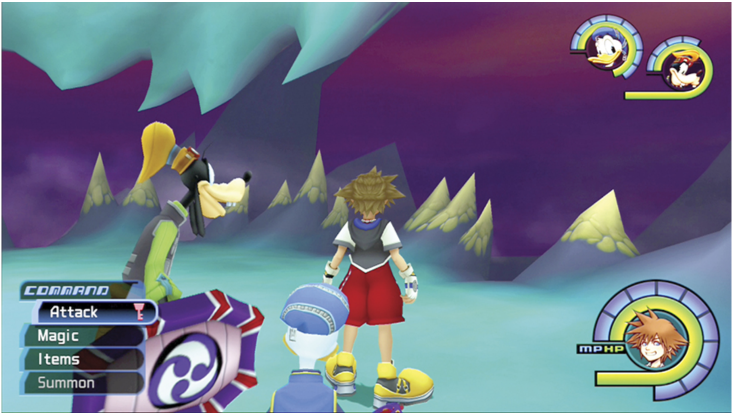
To gain the final item in the area, look for a wide "basket" formation high up in the Crevasse. Glide over to it and drop inside to battle Darkballs and Invisibles. Defeat them to make a rock disappear, enabling you to get the chest below with a Haste-G.



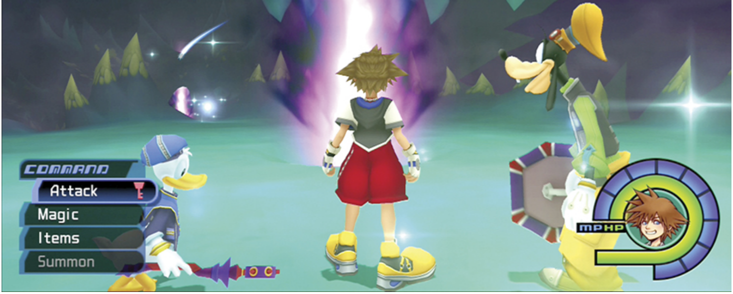
COMMAND
Attack
Magic
Items
Summon
MP HP

Glide down to the save point near the bottom. Save your game and then jump into the white portal to teleport to the next area.

Step 3: Revisit All the Worlds


COMMAND
Attack
Magic
Items
Summon
MP HP

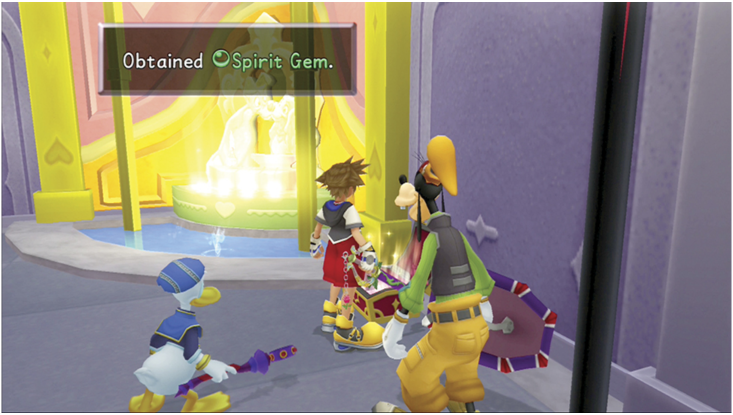
You've reached the World Terminus, the place where the Heartless enter all the worlds. Move across the toothy platform and touch the floating ball of light on the far side.


COMMAND
Attack
Magic
Items
Summon
MP HP

You teleport to the next area where a purple shaft of light shoots up from the ground. Each time you enter one of these purple shafts of light, you will be teleported to a new world, as you revisit all your earlier stomping grounds and stomping partners—namely, your Heartless opponents.

Caution

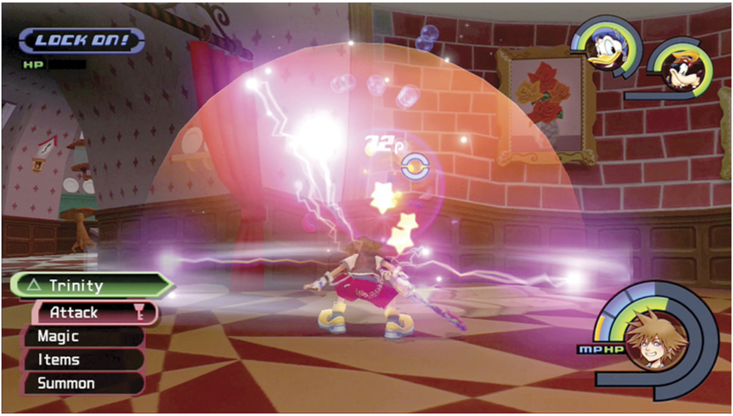
If a world's shaft of light is blue, its keyhole has not been sealed yet. Go back to the world, seal it, then return to the World Terminus.


Obtained Spirit Gem.

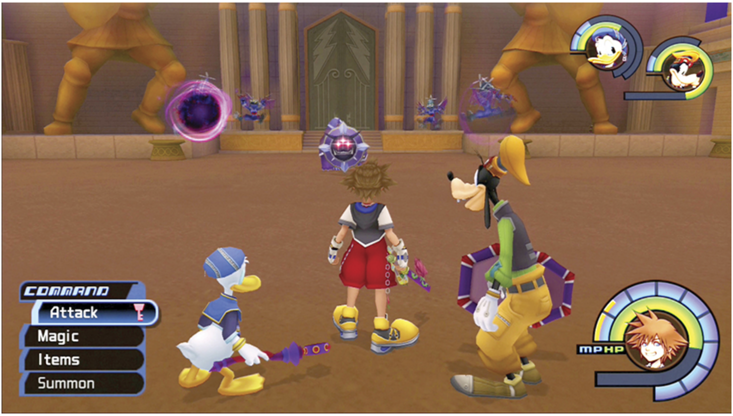
You appear in Traverse Town's Third District. Battle several groups of the opponents you first discovered in Traverse Town: Shadows, Soldiers, and Large Bodies. Each time you appear in a new World Terminus area, you will battle the opponents native to that world. When you defeat all the Traverse Town opponents, open the red chest near the fountain for a Spirit Gem. Leave via the main doors and return to the World Terminus crater. Step into the next blue light to teleport to the next area.

Note

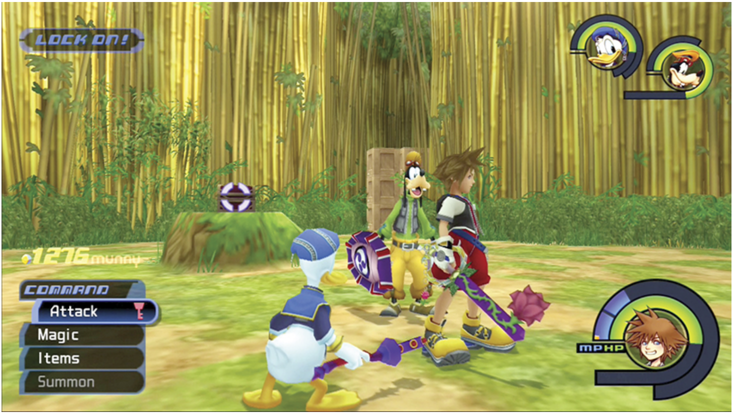
The World Terminus areas are enclosed sections of each world. You cannot explore the whole world from the section.


LOCK ON!
HP
Trinity
Attack
Magic
Items
Summon
MP HP

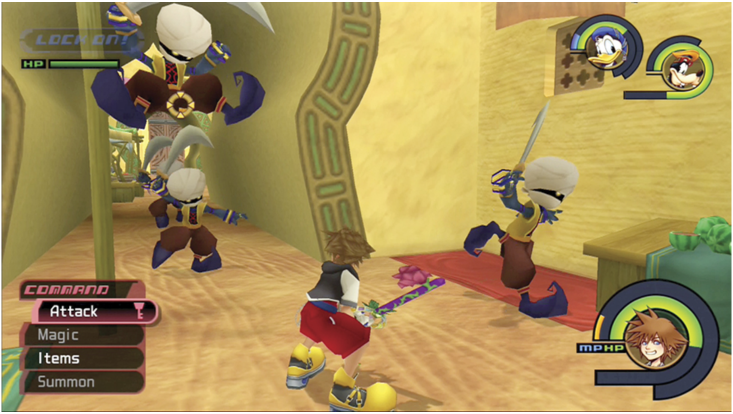
Walk into the purple light to teleport to the Rabbit Hole in Wonderland. Crush the opponents that spawn and then open the red chest for a Thunder Gem. Return to the World Terminus through the door you would use to enter the Bizarre Room.


COMMAND
Attack
Magic
Items
Summon
MP HP

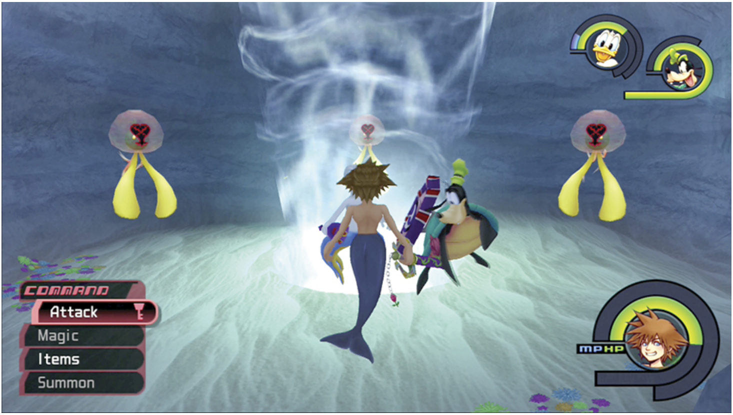
You appear at the Coliseum Gates next. Smash all the enemy waves in front of the Coliseum, and then check behind the right statue's back foot for a chest with a Frost Gem. Use the Coliseum's standard exit to return to the World Terminus.


LOCK ON!
1276 munny
COMMAND
Attack
Magic
Items
Summon
MP HP

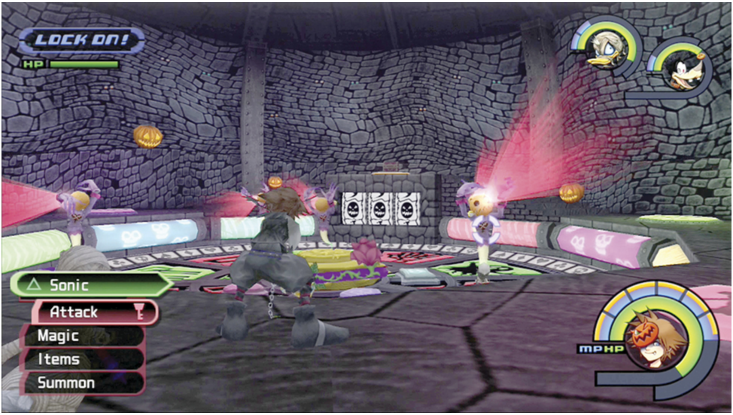
Next, you teleport to the Deep Jungle. Rip through the Heartless amidst the bamboo and recover a Bright Gem from the red chest on the stump. Return to the World Terminus through the campsite exit.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

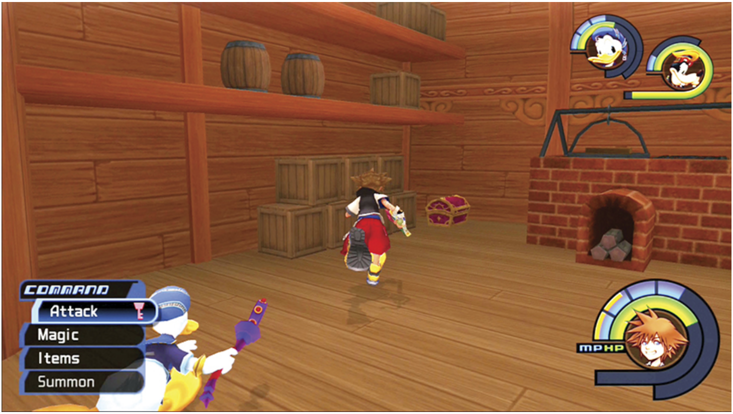
You visit Agrabah next. You must battle through three sections of the city and eliminate all Agrabah opponents you see. When you're finished clobbering the locals, climb to the highest level in the Palace Gates area to discover a chest with a Blaze Gem. Return to the World Terminus through the way you came in.


COMMAND
Attack
Magic
Items
Summon
MP HP

Now it's time to swim around Atlantica again. Defeat the water-based Heartless and open the nearby chest for an AP Up. Return to the World Terminus through the cave marked with the golden trident.

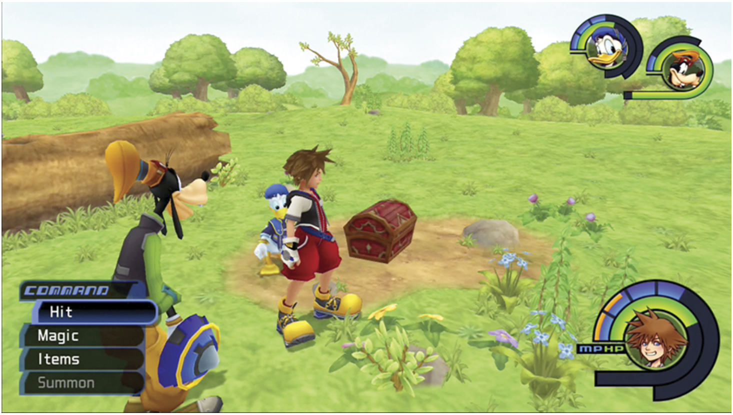

LOCK ON!
HP
△ Sonic
Attack
Magic
Items
Summon
MP HP

Return to Oogie Boogie's roulette wheel for your next fight. Take care of the Halloween Town Heartless and open the nearby chest for a Lucid Gem. Return to the World Terminus through the main door.


COMMAND
Attack
Magic
Items
Summon
MP HP

The next purple light drops you off in the Hold 2 on Captain Hook's ship. Climb the ladder and battle through your Neverland nemeses on the upper level. Open the chest next to the fireplace for a Mighty Shield. Upgrade Goofy's equipment if necessary. Exit back to the World Terminus by opening the door to where the save point used to be located.

COMMAND
Attack
Magic
Items
Summon
MP HP

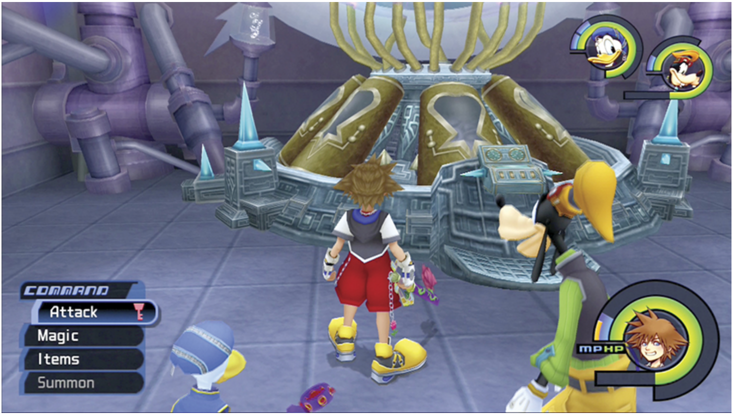

COMMAND
Hit
Magic
Items
Summon
MP HP

The last shaft of light is green and represents the Hundred Acre Wood. Step inside to be transported to the Meadow. There are no opponents here, so relax and open the chest for a Megalixir. Save at the adjacent save point and prepare for stiffer struggles ahead.

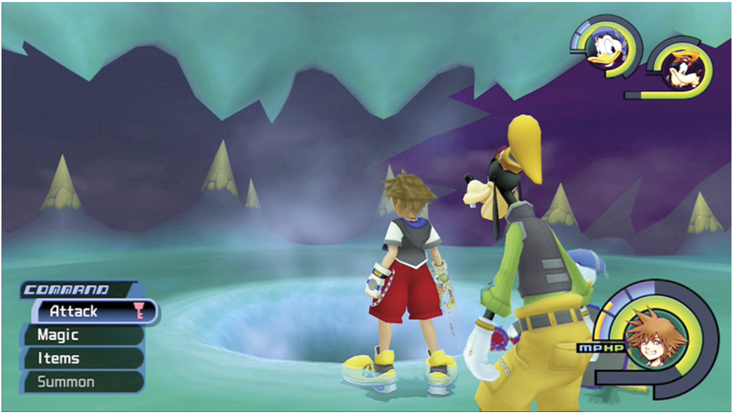
Note

You can board your gummi ship at the Meadow save point and return to Traverse Town for supplies if needed.

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

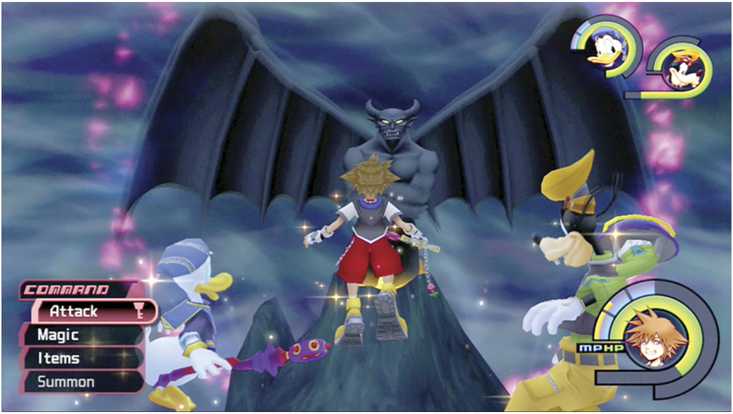
Proceed to the next crater and enter the flame pillar. In the hallway with the Heartless symbol on the far wall, defeat the Heartless that pile in and then step through the side door that opens. Pick up an Elixir from red chest in the room before examining the lab machine. Beat more opponents and jump back through the burning hole from which you originally entered the hallway.


COMMAND
Attack
Magic
Items
Summon
MP HP

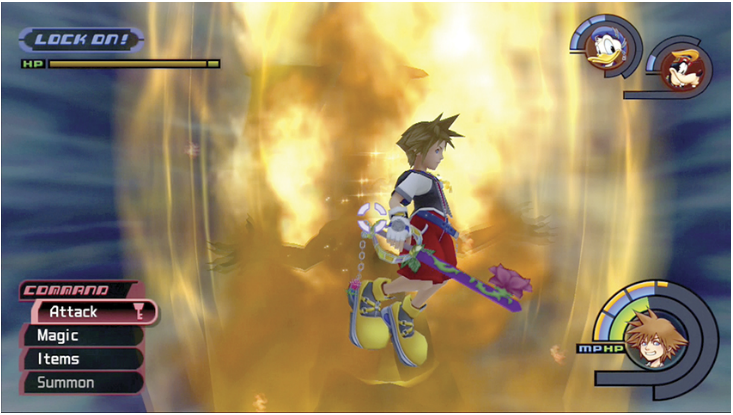
You may want to return to the Meadow to save and stock up on items. Once you're ready, jump into the blue pit to engage the first of many bosses.

Step 4: Chernabog

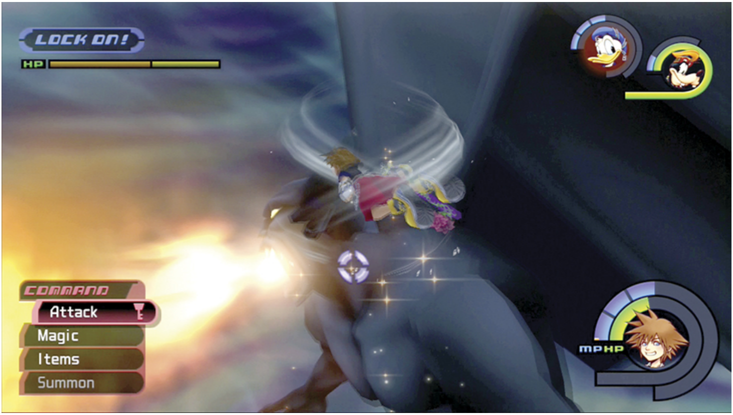
HP	1500
Strength	40
Defense	30
EXP	15000


COMMAND
Attack
Magic
Items
Summon
MP HP

You face off against Chernabog, and you should adapt a similar strategy to when you battled the giant Ursula. Throw up your Aero spell for protection, and fly in and strike the side or back of Chernabog's head to deal damage.

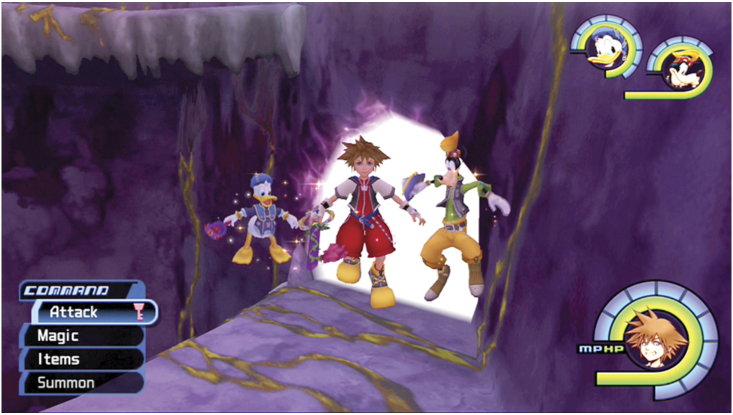

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

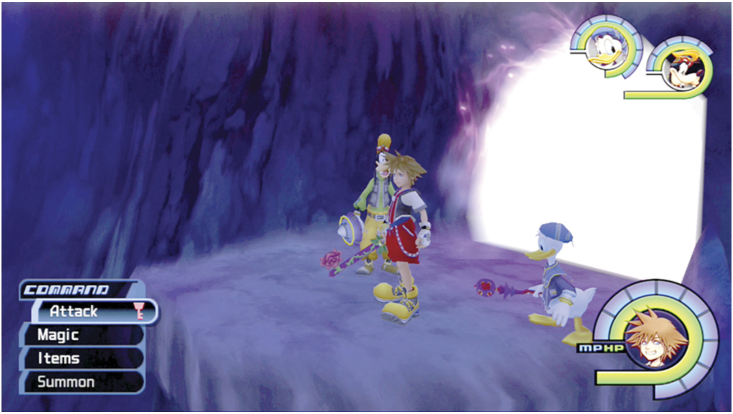
Chernabog counters with flame breath (he rears back) or bites when in close. He can also swat you and send you sailing away. Toward the end of the fight, Chernabog will cast energy spheres that lock onto you; dodge as best you can and fly behind his head to use it as a shield. His worst attack, though, is a flame barrier that shoots up around his whole body when he hunches forward. When he rears back to throw up the flame barrier, immediately fly away from him to escape the massive damage.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

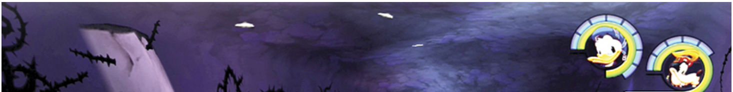
Keep pestering him with blows to the side and back of the head. If you play defense first—dash out when the flame barrier comes up and avoid flame breaths—you will slowly whittle this demon down to size. You earn the shared ability Superglide for beating him.

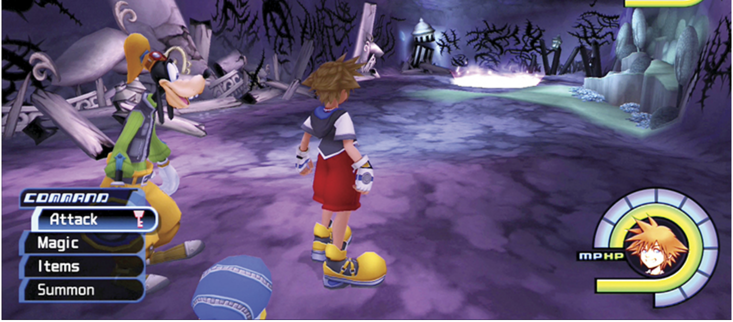
Step 5: Survive Till the Final Rest

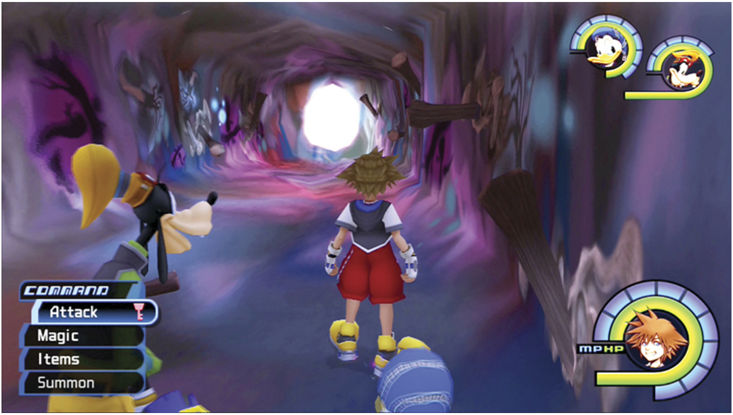

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

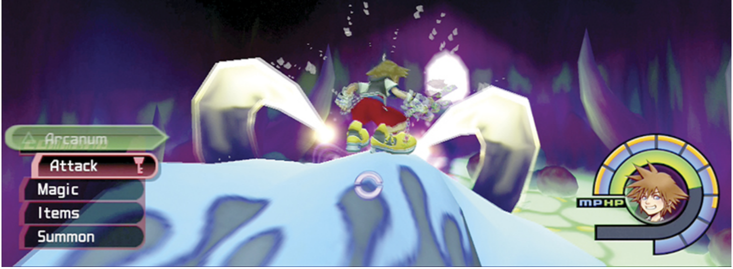
That was just the warm-up for the final showdown. Descend into the crater left by Chernabog's demise and fly through the portal at the top. Jump from ledge to ledge down to the bottom of the crater and enter the next portal.



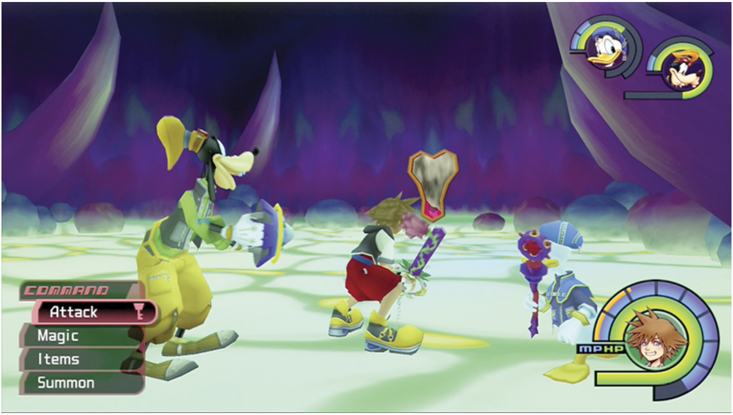

COMMAND
Attack
Magic
Items
Summon
MP HP


COMMAND
Attack
Magic
Items
Summon
MP HP

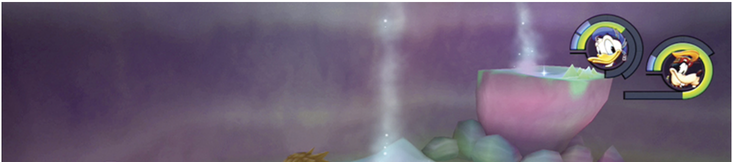
The Volcanic Crater shows world destruction of all kinds along the walls. Advance forward and drop through the hole at the end of the area. Continue on through the destruction and jump down through the next hole. In the final Volcanic Crater passage, jump through the portal in the far wall.

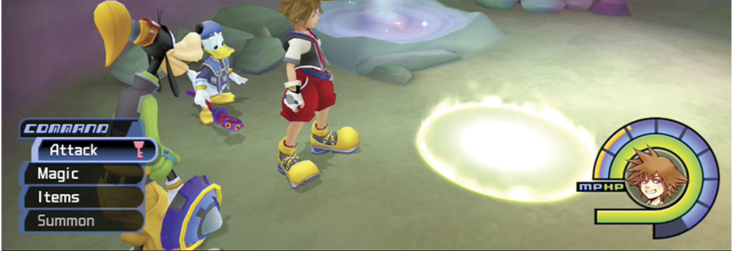

Arcanum
Attack
Magic
Items
Summon
MP HP

You land in the Linked Worlds chamber. Immediately a Behemoth attacks. Dodge behind it and attack per your standard tactics: avoid the Behemoth's front, climb up on its back, and attack the horn until it's defeated.

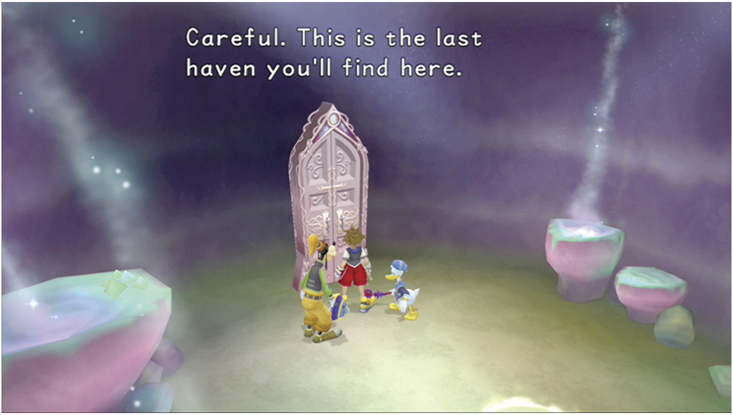

COMMAND
Attack
Magic
Items
Summon
MP HP

After the Behemoth falls, a series of really difficult battles occur against Invisibles, Angel Stars, and Darkballs. In the chamber, you can easily get overwhelmed. Watch your targets and finish off the ones with low HP before moving onto others. Each time you beat a Heartless wave, a piece of the Heartless symbol on the chamber wall breaks off. Once you break them all off, enter the new portal.




COMMAND
Attack
Magic
Items
Summon
MP HP

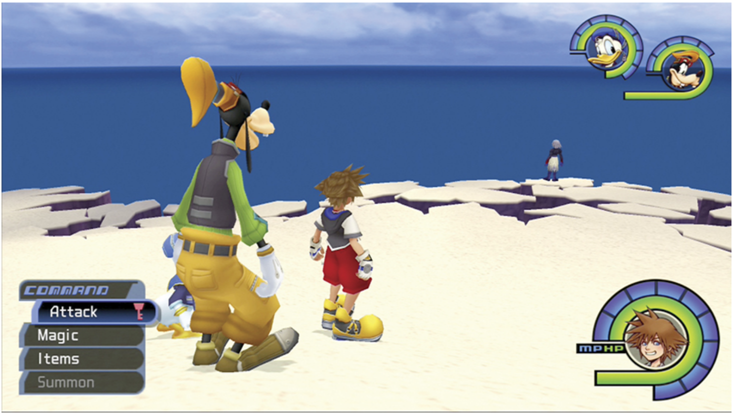
You've reached the Final Rest chamber. This is it—your final save point. Open the nearby blue chest for a Megalixir and restock all your items.


Careful. This is the last
haven you'll find here.

You may want to journey back to Traverse Town to spend the rest of your munny before continuing. When you are finally ready, open the familiar-looking door for the end game.

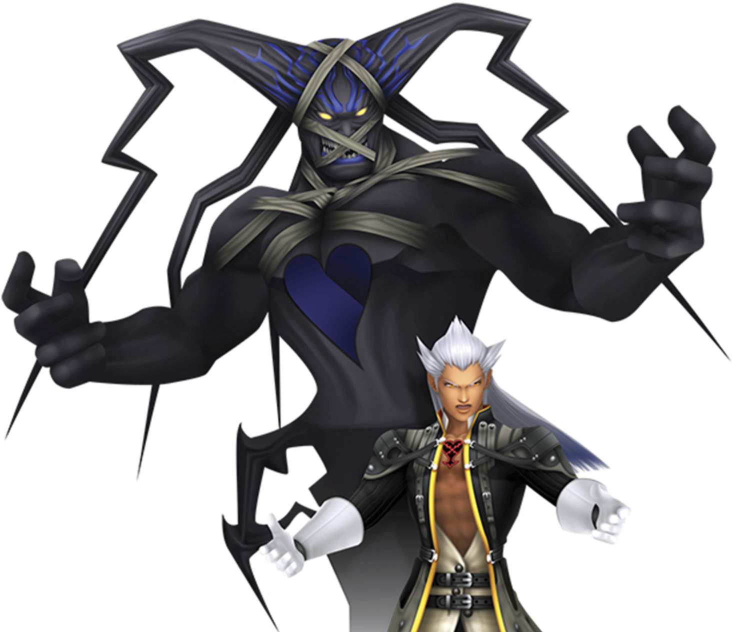
Caution

You are at the last save point. Once you open the door to the final bosses, there is no going back. Use your items only for emergencies from this point on.

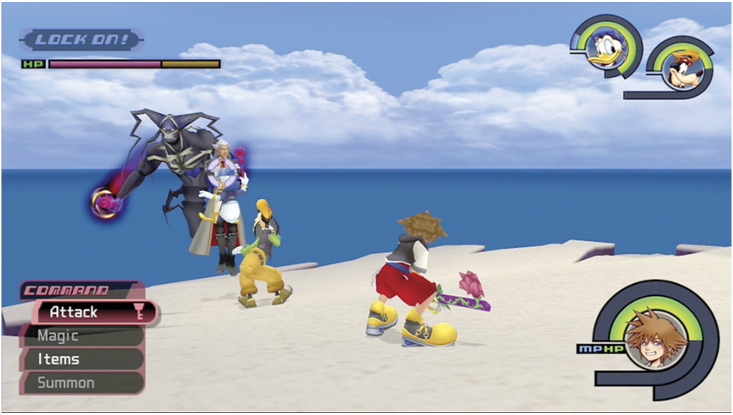

COMMAND
Attack
Magic
Items
Summon
MP HP

The door takes you back full circle to the beach on Destiny Islands! Try to enter the Secret Place and Riku will appear on the beach, now corrupted with cracks and dark energy. Approach him to begin your run of boss battles.

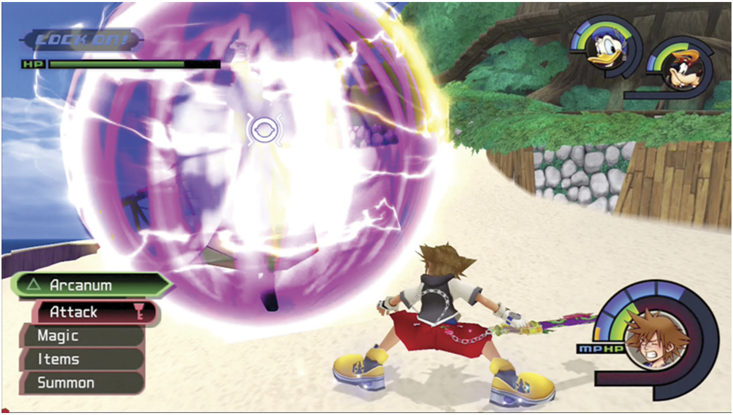
Step 6: Ansem



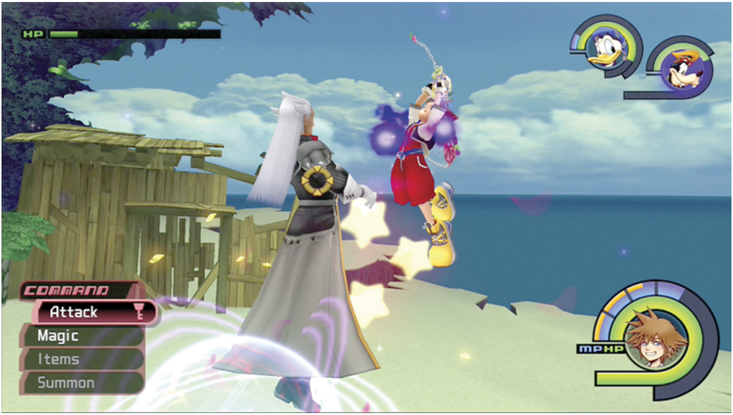
HP	1500
Strength	40
Defense	30
EXP	10000


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Your first run-in with Ansem is the easiest; you can use regular attacks and conserve on items. Magic won't work well on him, so pound away as if he were one of the Heartless.


LOCK ON!
HP
Arcanum
Attack
Magic
Items
Summon
MP HP

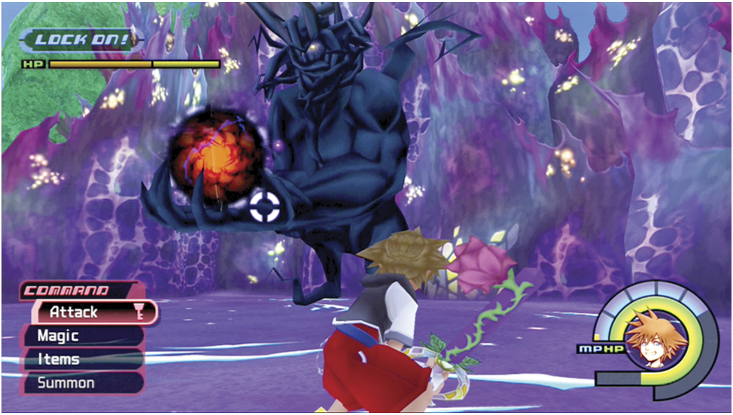
Early in the fight he will toss energy discs at you. Dodge these and counter whenever Ansem's guardian isn't defending. Back away when Ansem conjures a ball of darkness around himself; later he will begin flying and conjure a pink energy ball around himself, which gives him invulnerability. Occasionally, Ansem's guardian will detach and hover over you. During this time a "Freeze" option will replace the normal "Attack" command. Counteract the guardian attack with a Curaga, but don't attack—if you do, the guardian seizes hold of you and causes a large loss of HP.


HP
COMMAND
Attack
Magic
Items
Summon
MP HP

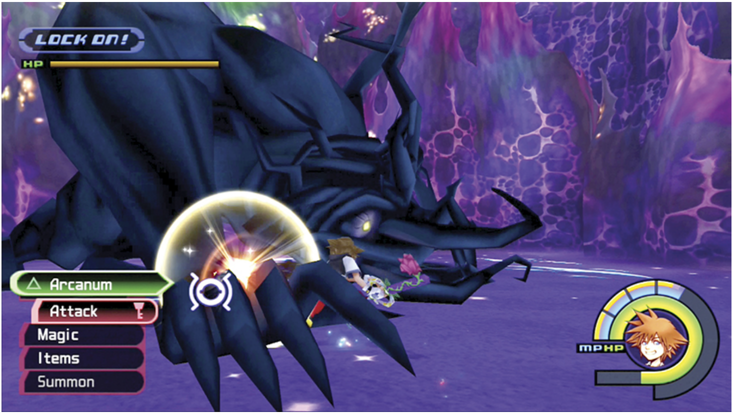
Keep after Ansem until he falters. When he retreats, restock your items and then follow Ansem into the crater.

Step 7: Darkside

HP	900
Strength	40
Defense	30
EXP	8000

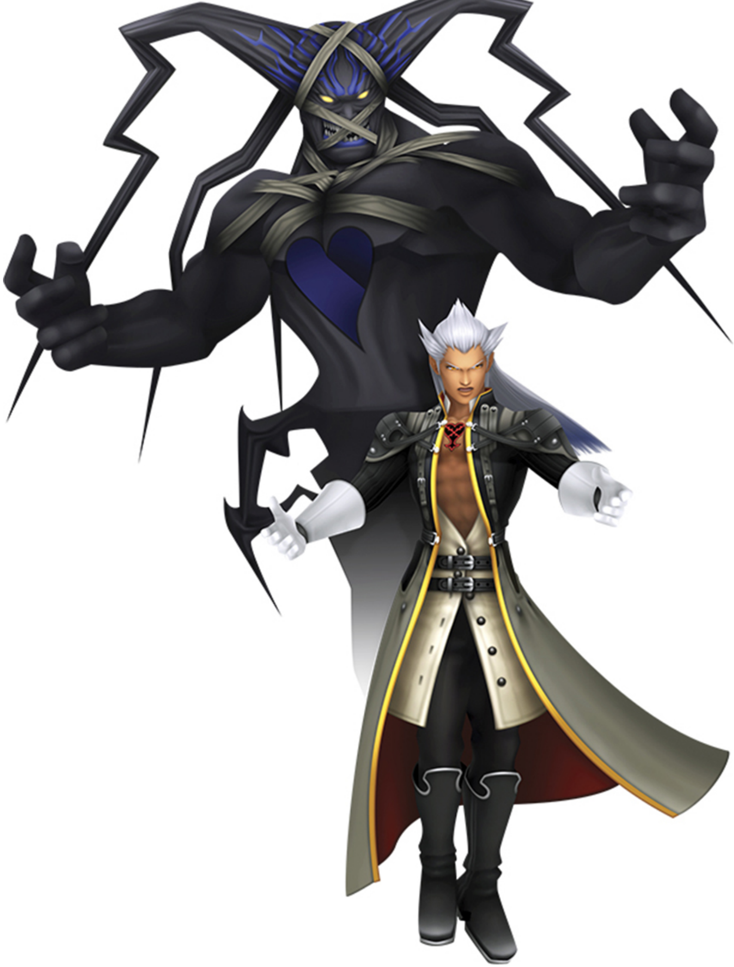

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

You are without Donald and Goofy for this battle; they get repelled away from the crater as you jump in. You shouldn't be concerned, though, since you've fought Darkside a couple of times before.

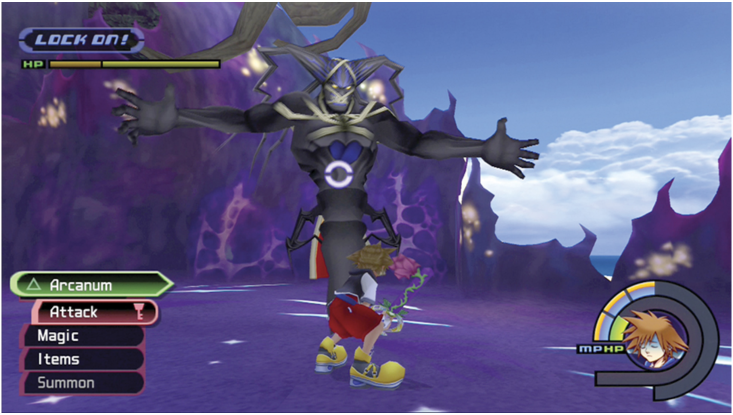

LOCK ON!
HP
△ Arcanum
Attack
Magic
Items
Summon
MP HP

Use the same tactics to beat Darkside. Dodge his energy ball and shock wave attacks. If you need HP, smash the Shadows that spawn. When Darkside lowers his hand to the ground, lock on and relentlessly attack until you deplete his HP meter. With your new equipment and abilities, it shouldn't take long.

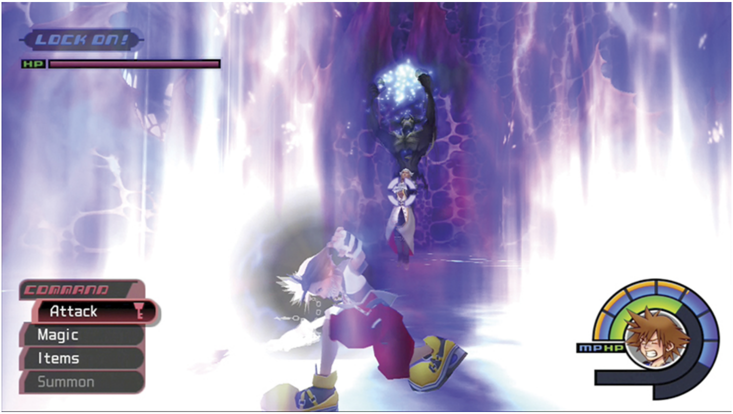
Step 8: Ansem II



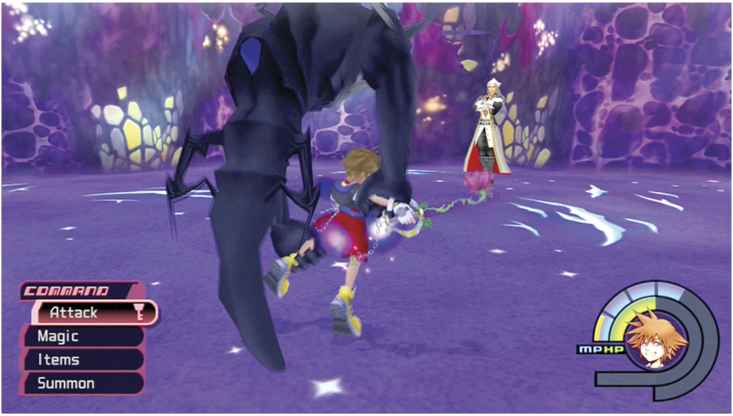
HP	1200
Strength	40
Defense	30
EXP	20000


LOCK ON!
HP
Arcanum
Attack
Magic
Items
Summon
MP HP

You meet up with Ansem again, only this time you don't have Donald and Goofy's assistance. Rely on the same tactics as the previous fight, though you will have to cast more Aero and Cure spells to keep yourself going.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

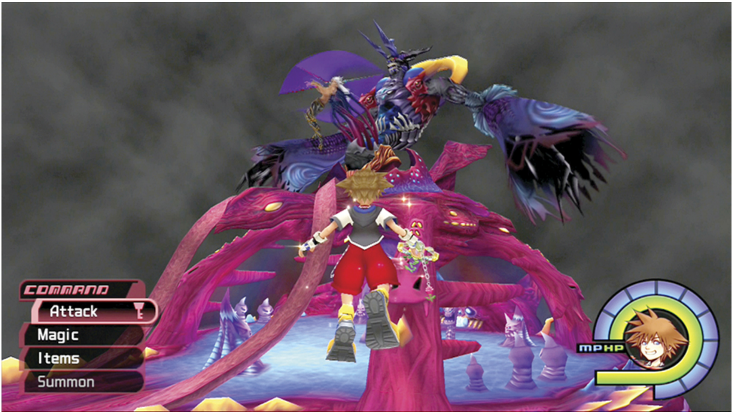
Ansem gains more attacks for this battle. At the start, he will zip around inside an energy ball, similar to Riku's attack style, and destroy you in seconds if you don't use Dodge Roll, High Jump, or Superglide to avoid it. If you have Aeroga, throw it up to deflect Ansem's new attack and stop him from using it.


COMMAND
Attack
Magic
Items
Summon
MP HP

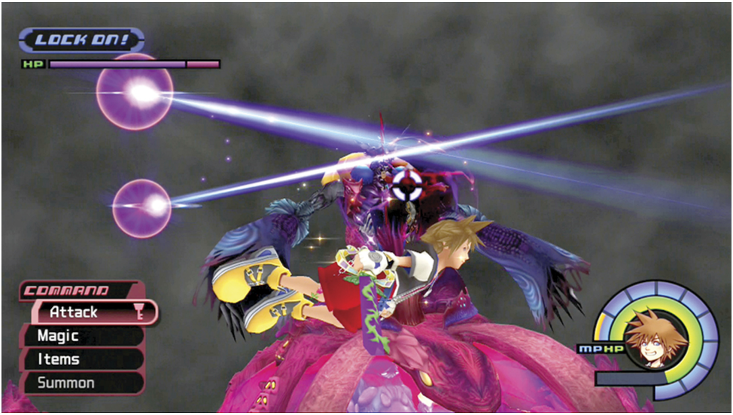
The guardian will cause you more grief in this second battle. He will try to grapple with you more often, and he will send pools of dark magic after you. Sprint away from them, or Dodge Roll, to prevent the damage. Whenever the guardian isn't harassing you, go after Ansem. Special abilities like Ragnarok and Ars Arcanum can penetrate his defenses and inflict heavy damage. Continue the assault until Ansem retreats again.

Step 9: World of Chaos

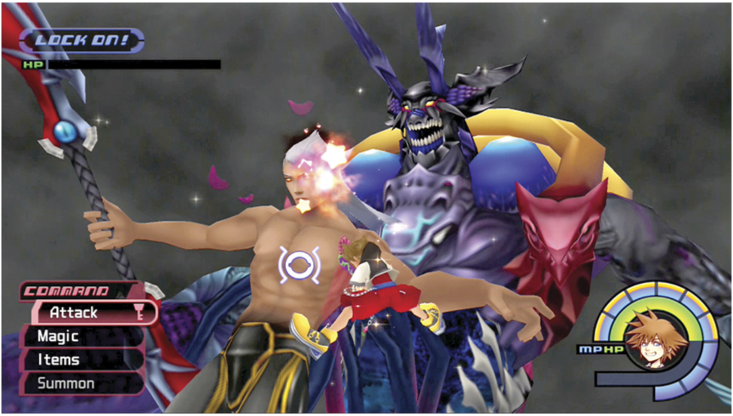
HP	1500
Strength	40
Defense	30
EXP	20000


COMMAND
Attack
Magic
Items
Summon
MP HP

Ansem teleports you all to the World of Chaos ship for this battle. Once again you are without the aid of Donald and Goofy, who are imprisoned by the insidious Ansem. Treat this fight similarly to how you fought the other giant bosses, Ursula and Chernabog.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

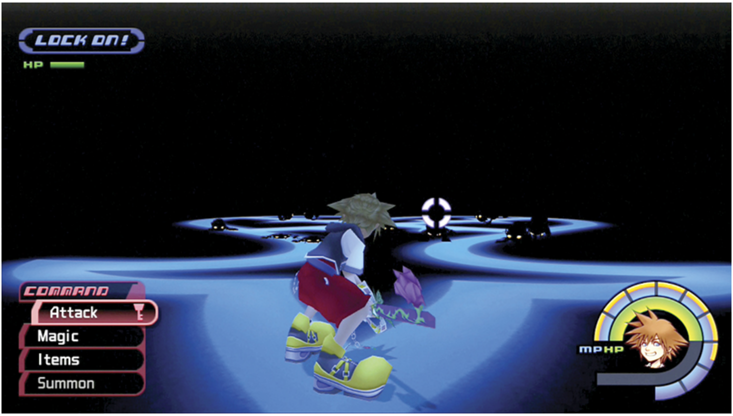
Fly in and go for quick strikes against Ansem before he can lock his focus on you. Ansem's halberd can deal huge damage up close; luckily, he can only spin it in front of him, but when he does, it's a priority to dodge it.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

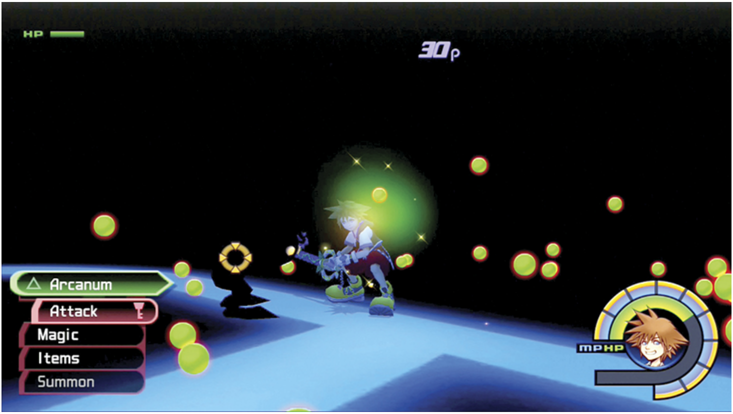
Your biggest threat, however: the lasers that emanate from the purple energy balls. You can be surrounded by laser beams if you aren't careful. Fly away from them and exploit your three-dimensional environment to avoid them, moving up and down as well as left to right. Whenever the lasers aren't locked onto you, zoom in on Ansem and let him have it. After countless combos, he will eventually succumb.

Step 10: Room Core

HP	30
Strength	40
Defense	30
EXP	0


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Ansem retreats into the ship and banishes you to a room of darkness. Use the eerie blue design and your target lock to spot the Shadows that soon swarm you.


HP
30p
Arcanum
Attack
Magic
Items
Summon
MP
HP

Don’t waste any items in here. The Shadows explode into more HP balls than you’ll need to fully heal. After you smash all the Shadows, an energy strand will appear in the air. Leap up and attack this Room Core to escape the room of darkness.

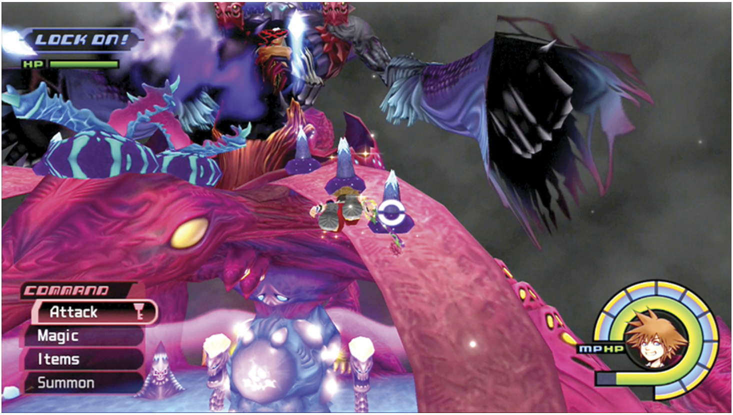
Step 11: Artillery

Large Cannon	
HP	240
Strength	40
Defense	30
EXP	240

Small Cannon	
HP	120
Strength	40
Defense	30
EXP	90

COMMAND
Attack
Magic
Items
Summon
MP HP

You're expelled back outside the ship and face the full brunt of the World of Chaos's Artillery. Small Cannons pelt you from the sides, while the Large Cannons spit out energy balls that will consume your HP if you aren't careful.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

Fly in and attack the outlying Artillery Cannons first. Dodge the incoming missile fire and give each Cannon a few swats to destroy it. You shouldn't have to use much magic in this fight; the side Cannons release HP balls and the middle Cannons release MP balls.

COMMAND
Attack
Magic
Items
Summon
MP HP

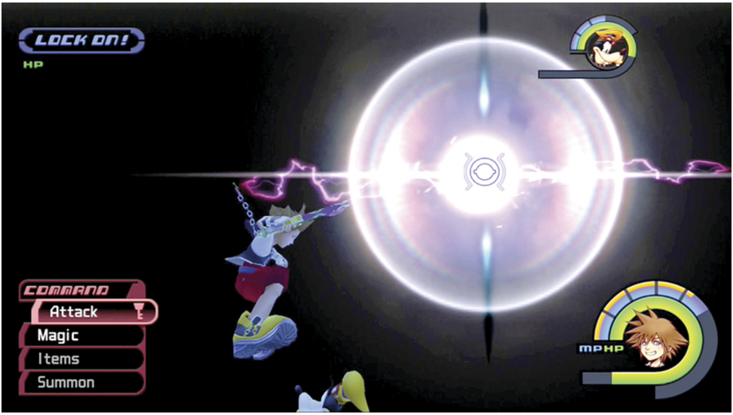
The huge guardian may look scary, but his swipes only send you flying backward and don't cause damage. Continue to fly in and out, and as the Cannons dwindle from your attacks, your runs should get easier. When all Artillery has been eliminated, fly through the colorful Portal of Darkness to rescue Goofy.

Step 12: Room Core II

HP	30
Strength	40
Defense	30
EXP	0

LOCK ON!
HP
Tech 18p
△ Arcanum
Attack
Magic
Items
Summon
MP HP

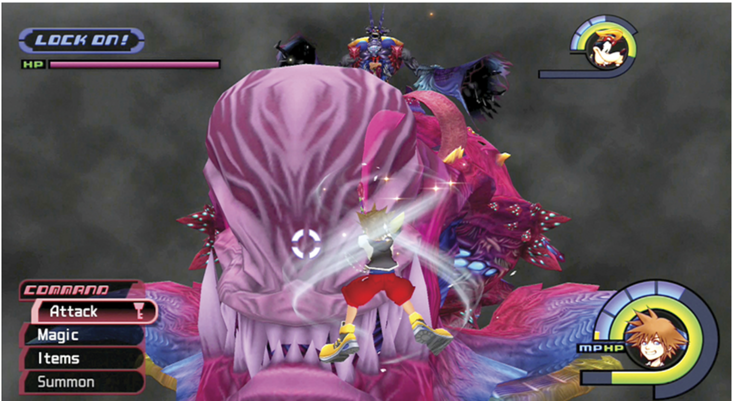
This fight is similar to your previous battle against the Shadows, only this time you have Goofy's help and the enemies are upgraded to Invisibles and Darkballs.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

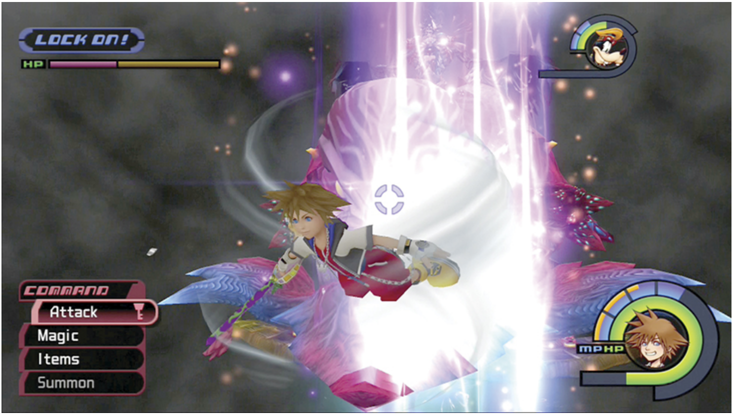
The Darkballs drop MP balls when defeated, so feel free to cast magic and use Curaga to heal up. After you destroy the final Heartless, swat the glowing Room Core in the center of the room to escape.

Step 13: The Face

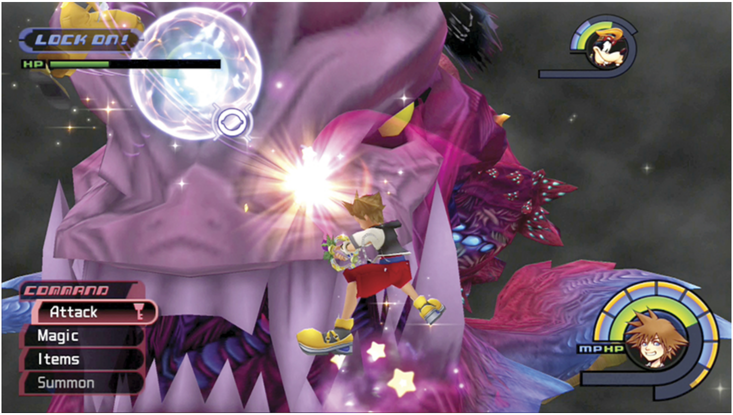
HP	1200
Strength	40
Defense	30
EXP	3000


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The Face is a big target, but it's going to take a whole lot of physical attacks and magic healing to finish it off. With Goofy's help, fly in and confront the Face directly.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

You will have to get close to land your combos, and when you do, the Face will respond with cascading white energy. Retreat when the white energy flashes, and only zoom back in for a counterattack when the space around the Face is clear.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

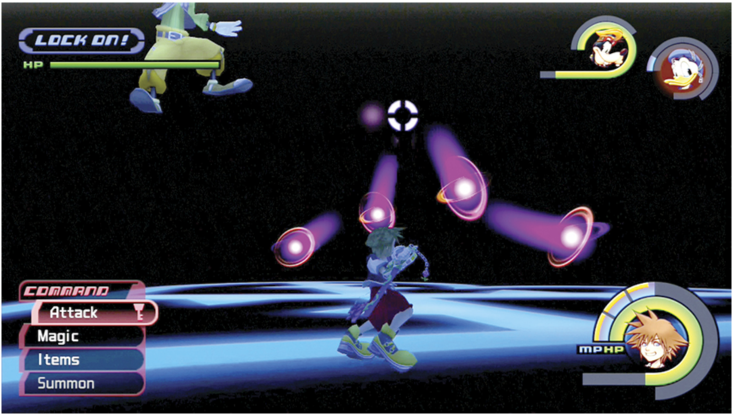
Cast Curaga and your Aero spell often to keep the damage from piling up on you. Unleash your combos one after the other on the giant head until it screams in agony and its jaw falls open. Fly inside the colorful portal to go rescue Donald.

Step 14: Room Core III

HP	30
Strength	40
Defense	30
EXP	0

COMMAND
Attack
Magic
Items
Summon
MP HP

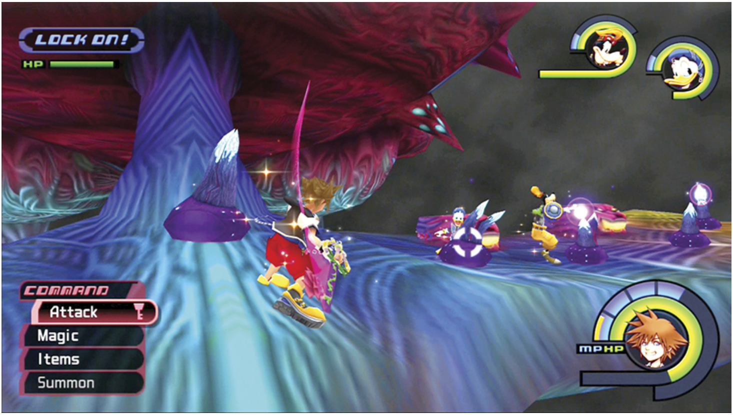
You're confronted by a dark room full of airborne Invisibles. Fortunately, you have your full party back together. If you've managed to earn the Trinity Limit ability from the Hades Cup, or any similarly powerful area-effect ability, now is the time to use it.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

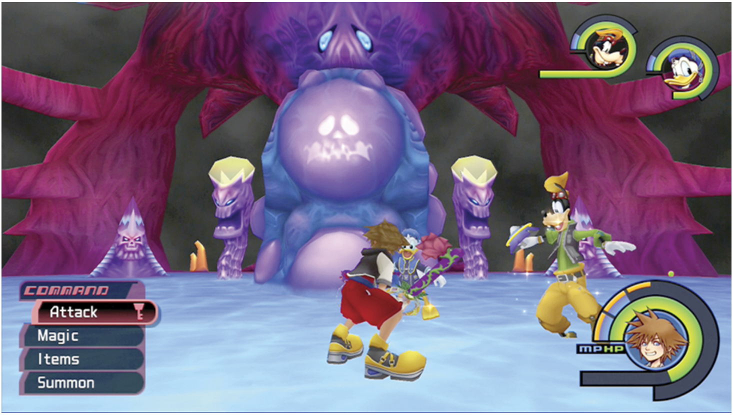
When you finally destroy all the Invisibles, look for the red Room Core near the chamber's center. Strike the Room Core with a combo to escape.

Step 15: Main Core

HP	300
Strength	40
Defense	30
EXP	0

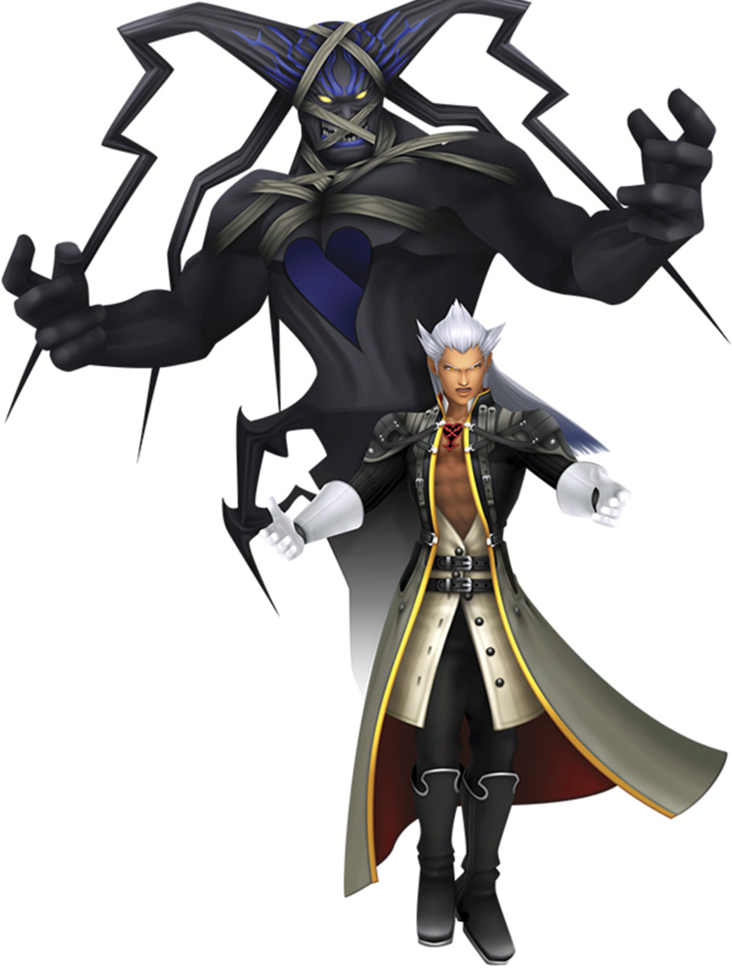

LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

The heart of the World of Chaos is now vulnerable. Before you swoop in for the final blow, though, fly underneath and destroy all the Cannons. Cast your Aero spell and fly back up toward the center of the ship and destroy the tentacled Artillery Cannons.

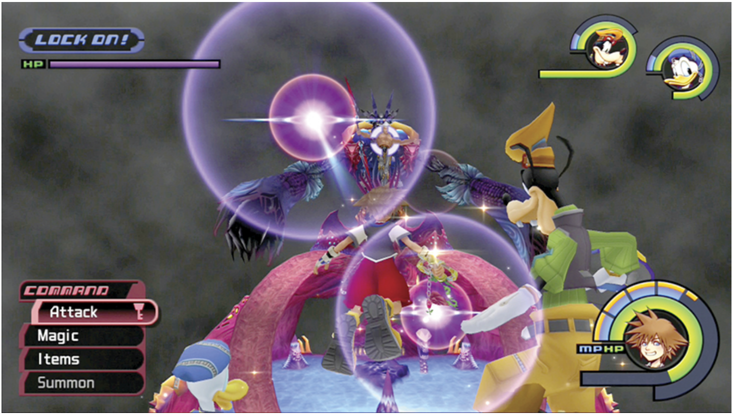

COMMAND
Attack
Magic
Items
Summon
MP HP

If you destroyed all the Cannons, the heart of the Main Core is nothing more than a punching bag; it has no defenses itself. Let loose to defeat the Chaos ship.

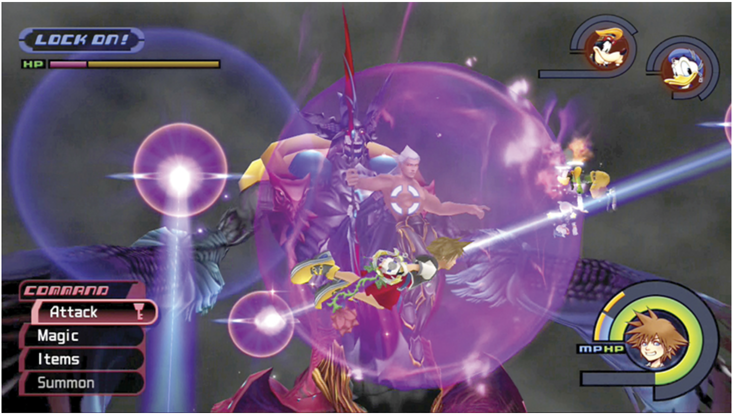
Step 16: Ansem III



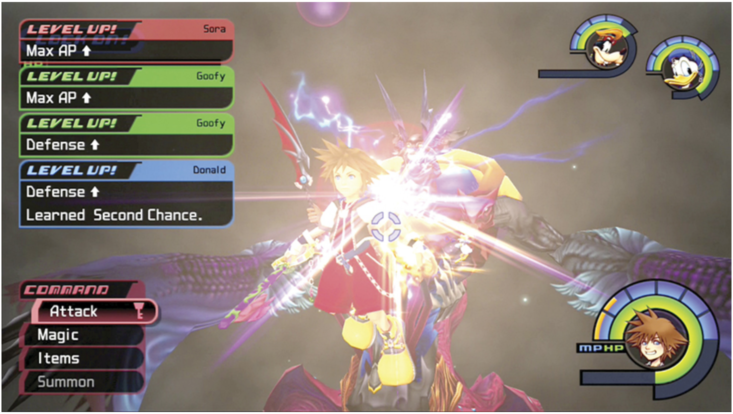
HP	1200
Strength	40
Defense	30
EXP	24000


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

When you destroy the Main Core, Ansem unshackles from the ship for one last battle. He has all the same attacks as before, plus a new one that sends highly destructive white energy balls after you. Ansem also moves about much more in this final confrontation.


LOCK ON!
HP
COMMAND
Attack
Magic
Items
Summon
MP HP

As before, dart in and out against Ansem. Strike when he has his guard down, and bolt away when he counters with his halberd, lasers, and the new energy balls. Goofy and Donald will aid you, but don't hold back on your items—it's now or never!



LEVEL UP! Sora
Max AP ⬆
LEVEL UP! Goofy
Max AP ⬆
LEVEL UP! Goofy
Defense ⬆
LEVEL UP! Donald
Defense ⬆
Learned Second Chance.

COMMAND
Attack
Magic
Items
Summon
MP HP

Keep your Aero and Cure spells going continuously. If you can stay on the move and land the crucial blows when they count, Ansem will finally fall for good!

Step 17: Complete the Game!

Through your heroics, Ansem succumbs to the light. Congratulations, you have beaten the game! But it’s not over. You can always go back and play through the mini-games or complete a side quest or secret boss you missed.

If you beat the game after finding all 99 missing Dalmatians, sealing all the keyholes in all the worlds, and winning the Hades Cup, you'll be treated to a special movie. Sit back and relax as the game credits roll, and for a few good laughs, carefully watch the character reunions during the credits and the funny epilogue at the end.

How to Play

Kingdom Hearts Recap

This introduction is to bring you up to speed on the history of Sora and the gang, if the beginning of their story is unclear or you are not familiar with the first game in the series. While beating the first game is certainly not necessary, it may make certain scenes in Kingdom Hearts: Chain of Memories far less confusing. The good news is that this game really allows you to jump right in and play without feeling super confused.

The series started with the original Kingdom Hearts weaving together the story of three friends: Sora, Riku, and Kairi. These three, along with several other friends (who are also characters from several other Final Fantasy games) live on some prime real estate in the world of Destiny Islands. The good times are rolling until their homeland is devastated by an invading army called the Shadow Heartless. During the invasion, Sora is separated from his friends.

While Sora's home world is being "forcefully reformed", to put a happy twist to the reality, Sora finds a Keyblade. Pretty interesting coincidence, since it is the only weapon that can combat the Heartless—creatures of darkness that literally do not have a heart. Only a creature devoid of a heart could be so cruel as to destroy something as relaxing and coveted as a tropical paradise.

Sora winds up in another world, called Traverse Town, and comes face to face with Donald Duck and Goofy. Their meeting was also no coincidence, as the two Disney characters were sent by King Mickey to find the wielder of the legendary Keyblade. After their intentions are discussed, the three team up, making a motley crew of sorts. They depart for other worlds in the Disney universe, tasked with sealing each world's "Heart". They must carry out this task before the haters of hearts, in the most metaphorical sense, invade those places as well.

Turns out that a fellow Disney character, Maleficent, is pulling the strings. Her plan is to encapsulate the worlds in darkness by opening the door to Kingdom Hearts, thus using its power to rule the worlds.

Sora and friends eventually gang up and defeat Maleficent, only to find that she was a hired puppet herself, and Ansem (Xehanort's Heartless) is the true villain here. Apparently, Ansem wanted Maleficent to open the door to Kingdom Hearts for him so that he could use the power to claim all the worlds for himself, by covering the worlds in eternal darkness.

Unfortunately for him, Sora catches wind of this and with Donald, Goofy, Riku, and King Mickey, they begin an epic battle that ends with Ansem's defeat and the successful sealing of the great door to Kingdom Hearts. The good news is that peace is finally restored to the worlds and everyone can go back to their respective stories. The bad news is that someone should have told Riku and King Mickey to be on the other side of the door before it closed. The two heroically sacrificed themselves for the greater good, trapping themselves in the void of darkness. The continuation of the Kingdom Hearts series carries on straight into Chain of Memories.

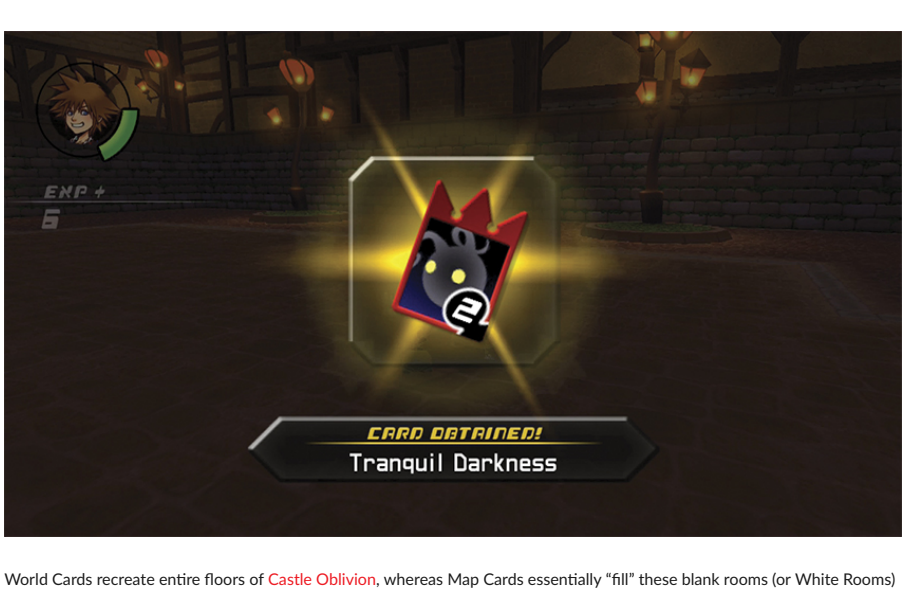
How to Play

Gameplay

In this chapter of the Kingdom Hearts series, the creators departed from setup of the first game. The result is a much more unique and strategy-filled way to play Kingdom Hearts. This time around, Sora collects different Cards for everything in the game, from opening doors, to performing jaw-dropping power moves called Sleights, as well as traversing through worlds, and everything in between. This portion of the guide will explain this unique aspect of Kingdom Hearts: Chain of Memories.

How to Play

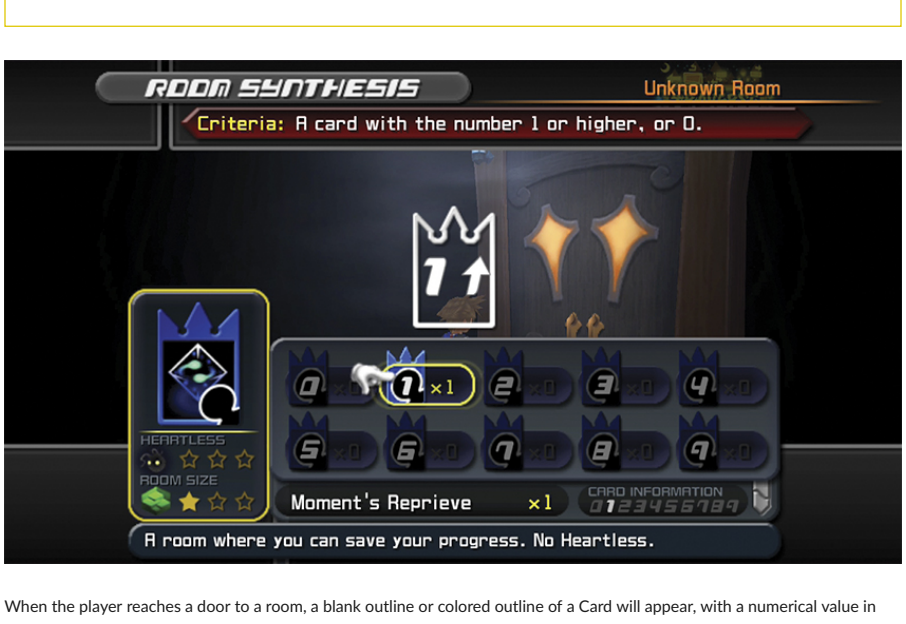
Room Synthesis


EXP +
6
CARD OBTAINED!
Tranquil Darkness

World Cards recreate entire floors of Castle Oblivion, whereas Map Cards essentially "fill" these blank rooms (or White Rooms) with the qualities of the Map Card that the player selected.

Note

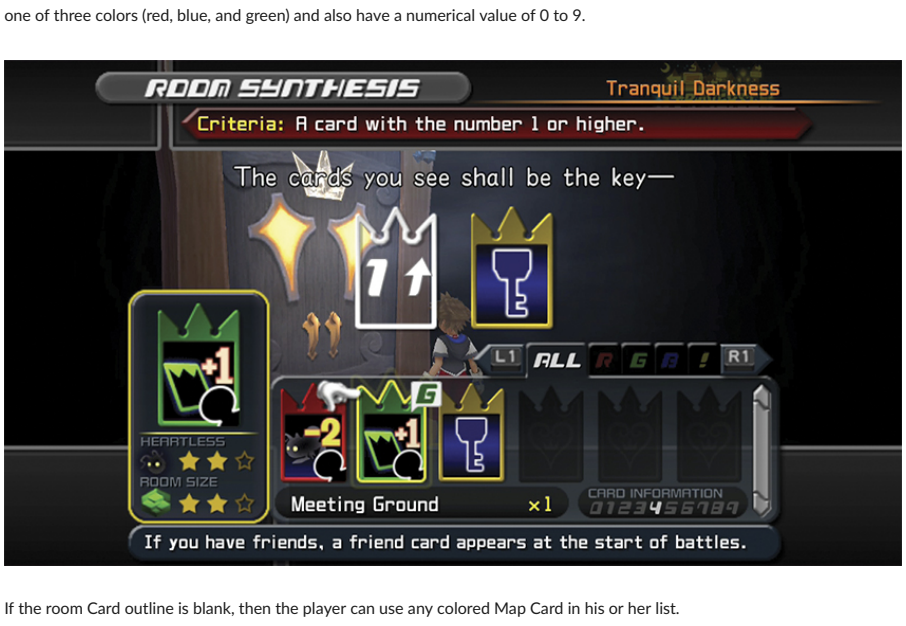
Room Synthesis seems easy enough, but can require some real forethought and planning.


ROOM SYNTHESIS
Unknown Room
HEARTLESS
ROOM SIZE
Moment's Reprieve ×1
CARD INFORMATION

Criteria: A card with the number 1 or higher, or 0.

A room where you can save your progress. No Heartless.

When the player reaches a door to a room, a blank outline or colored outline of a Card will appear, with a numerical value in the center. The player now must choose from his or her list of Map Cards that fit the door's criteria. The player's Card will have one of three colors (red, blue, and green) and also have a numerical value of 0 to 9.

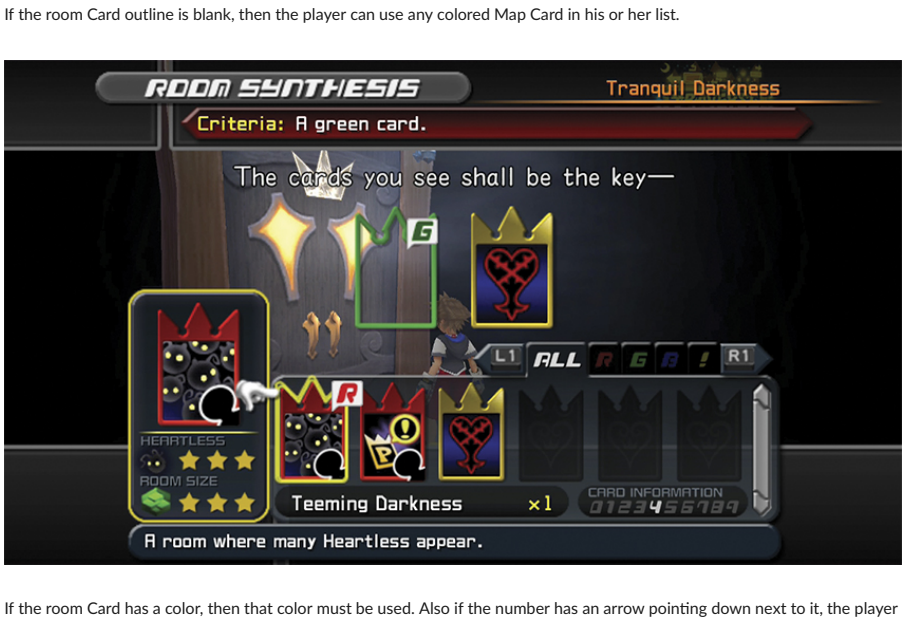

ROOM SYNTHESIS
Tranquil Darkness
L1 ALL R G B ! R1
HEARTLESS
ROOM SIZE
Meeting Ground ×1
CARD INFORMATION

Criteria: A card with the number 1 or higher.

The cards you see shall be the key—

If you have friends, a friend card appears at the start of battles.

If the room Card outline is blank, then the player can use any colored Map Card in his or her list.


ROOM SYNTHESIS
Tranquil Darkness
L1 ALL R G B ! R1
HEARTLESS
ROOM SIZE
Teeming Darkness ×1
CARD INFORMATION

Criteria: A green card.

The cards you see shall be the key—

A room where many Heartless appear.

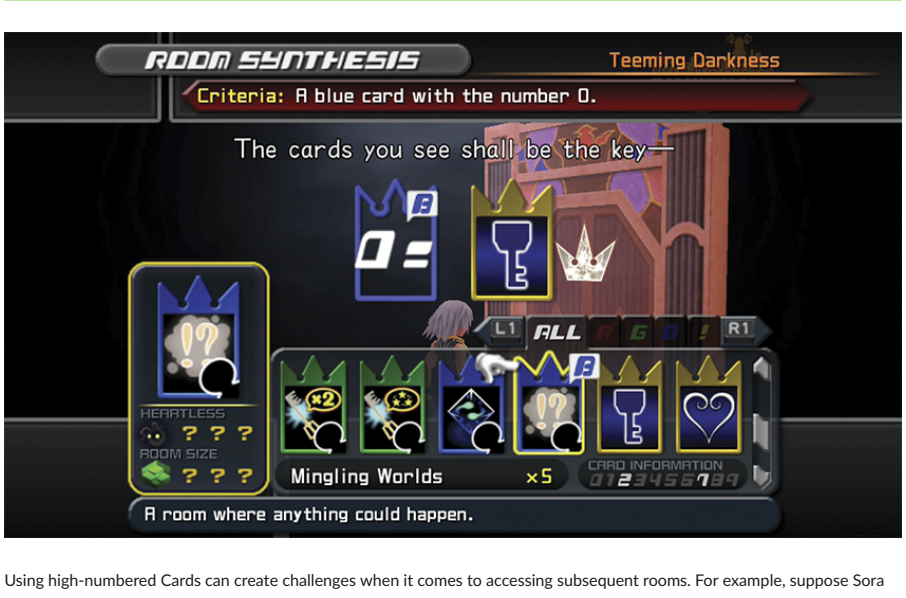
If the room Card has a color, then that color must be used. Also if the number has an arrow pointing down next to it, the player must use any Map Card with a number of equal or lesser value. An arrow pointing up next to the number means the player must use any Map Card equal to or greater than the number on the door. If the number has an equal sign next to the number, this means the player must use that exact Map Card number to open the door.

Note

Once a numerical value is used, the value of the doors in the following room will be one greater than the number used in the previous room. Keep this in mind and try to keep the count down if you only have low-numbered Cards.

Tip

A Map Card with a 0 acts as a wild Card and can be used for any door except one with an equal sign by the value. Using a 0 Card is also a good way to bring the value back down from counting too high.


ROOM SYNTHESIS
Teeming Darkness
L1 ALL R G B ! R1
HEARTLESS ? ? ?
ROOM SIZE ? ? ?
Mingling Worlds ×5
CARD INFORMATION

Criteria: A blue card with the number 0.

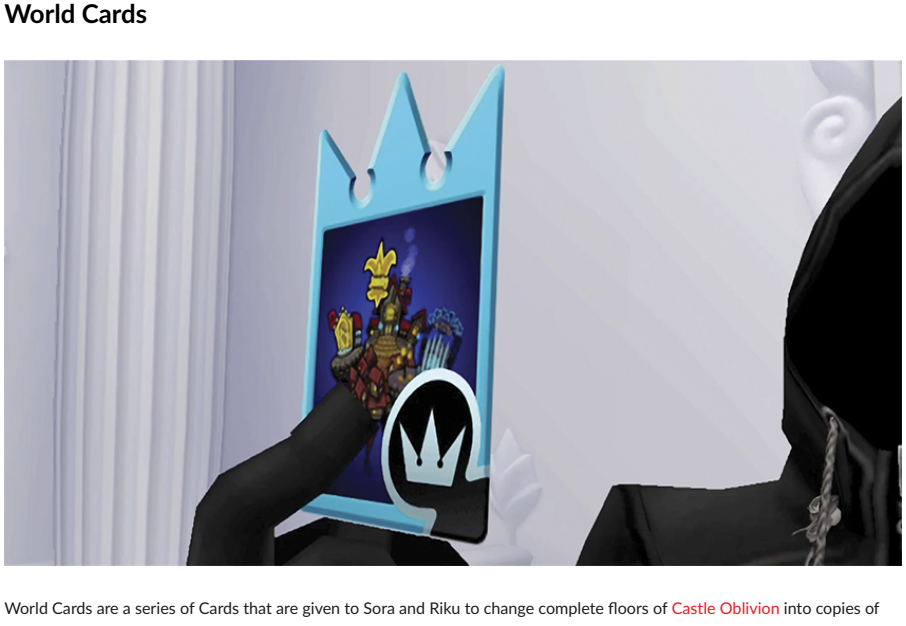
The cards you see shall be the key—

A room where anything could happen.

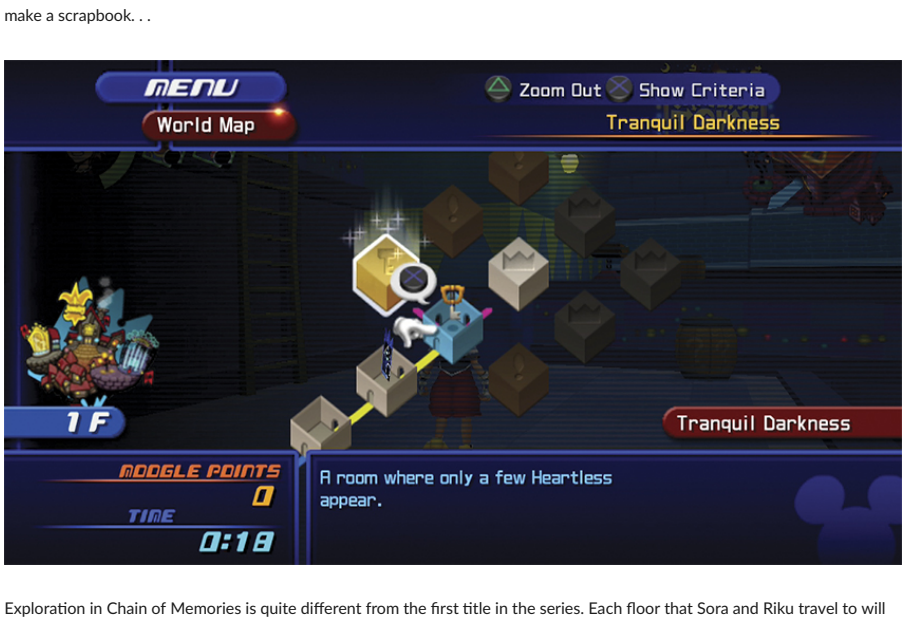
Using high-numbered Cards can create challenges when it comes to accessing subsequent rooms. For example, suppose Sora comes to a door that requires a Card of any color, plus a numerical value of 8 or higher. If Sora places a rare blue Card with the value of 9, the following room will now require a rare blue Card, with one number higher than 9. (In other words, only a blue 0 will work.) This has effectively created the most difficult room to open in the game, and unless that identical Card is in Sora's deck, it will take careful planning to backtrack and re-synthesize rooms so that the room requirements are much more manageable. Also, if the map is full of blue Cards that do not spawn Shadow Heartless, there is no way to do battle to get more Map Cards to restock Sora's list. Room Synthesis can be very tricky, and without some level of planning it can cause major challenges.

This new Card system, a mechanic created solely for this title in the Kingdom Hearts series, is made up of different Cards that are acquired throughout the game. Chain of Memories takes place solely in Castle Oblivion, and the navigational Cards such as World Cards and Map Cards are used to explore this strange castle.

World Cards



World Cards are a series of Cards that are given to Sora and Riku to change complete floors of Castle Oblivion into copies of Disney worlds. These worlds are basically carbon copies of the real thing, and are created from the memories of Sora and Riku by members of the Organization. As Sora blindly uses his Keyblade to destroy countless Heartless, the Castle's true purpose becomes evident. What does the Organization want with Sora's memories, you say? Well, they sure as heck don't want to make a scrapbook. . .


MENU
World Map
Zoom Out
Show Criteria
Tranquil Darkness
1 F
Tranquil Darkness
MOOGLE POINTS 0
TIME 0:18

A room where only a few Heartless appear.

Exploration in Chain of Memories is quite different from the first title in the series. Each floor that Sora and Riku travel to will have its own map that changes as you move to another floor in Castle Oblivion.

Each map is a series of block-shaped rooms, with regular rooms or special rooms that require keys from cutscenes or boss battles. There are also some rooms that need special treasure keys to open them.

Regular rooms have a crown shape on the top of them, while special doors that progress the story or house boss battles have an exclamation mark on them.

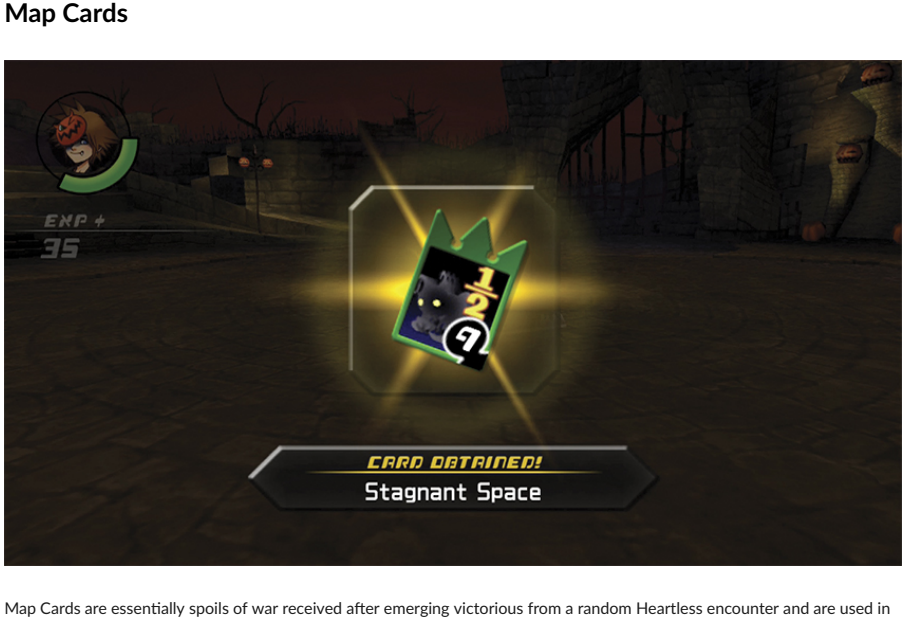
Tip

The special room with the exclamation mark that has a glowing outline is the next room in the natural progression of the story line.

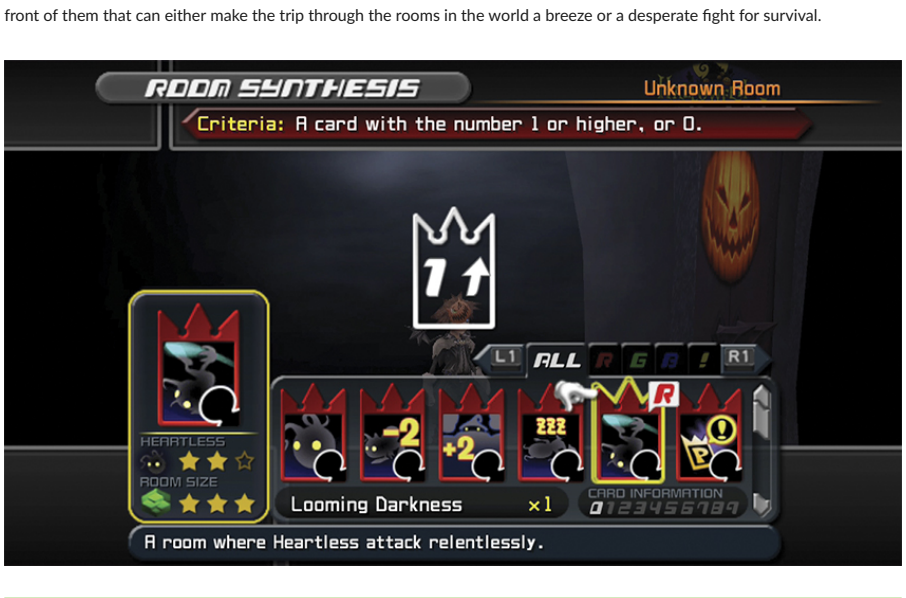
Note

The layout of the maps are not different because of the world you are currently in—the map layout depends on the floor Sora or Riku is currently on!

Map Cards


EXP +
35
CARD OBTAINED!
Stagnant Space

Map Cards are essentially spoils of war received after emerging victorious from a random Heartless encounter and are used in Room Synthesis. Map Cards are numbered 0 to 9 and colored red, green, or blue. They also have a symbol or picture on the front of them that can either make the trip through the rooms in the world a breeze or a desperate fight for survival.

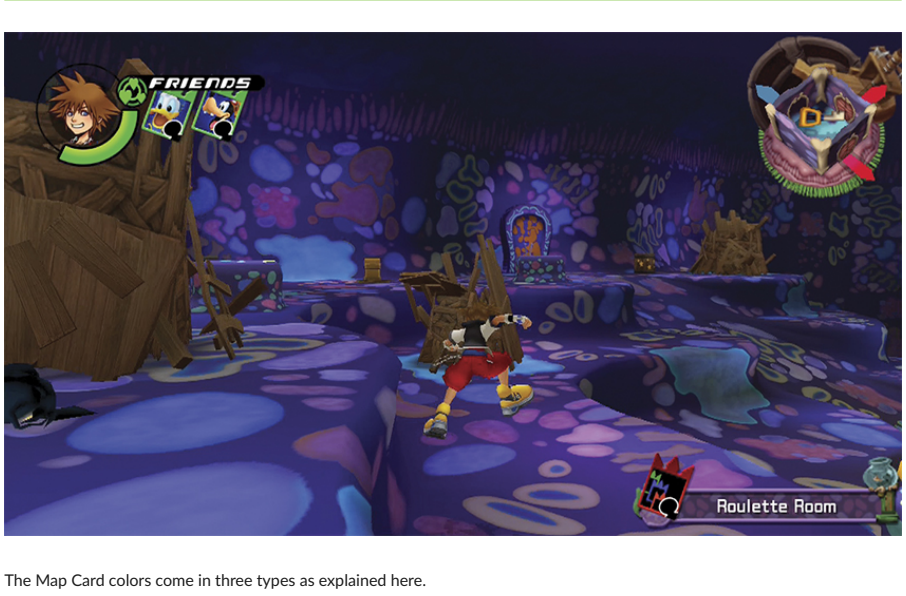

ROOM SYNTHESIS
Unknown Room
L1 ALL R G B ! R1
HEARTLESS
ROOM SIZE
Looming Darkness ×1
CARD INFORMATION

Criteria: A card with the number 1 or higher, or 0.

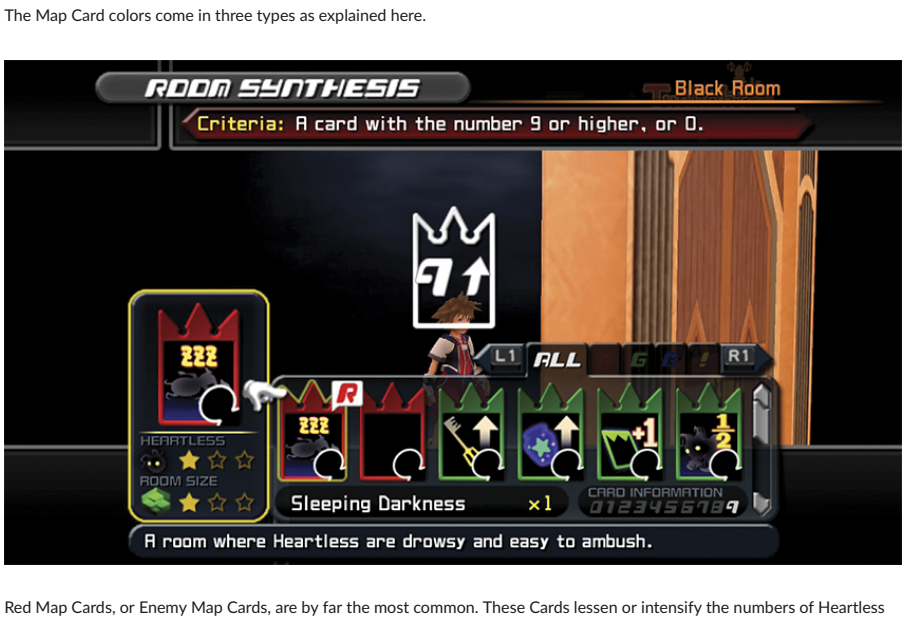
A room where Heartless attack relentlessly.

Tip

Remember to always look at the picture on the Map Card before using it. Each Map Card serves a purpose in some way, however you do not want to use a Map Card that calls in an army of Heartless if you are not in the mood for level grinding or getting into random encounters every three steps.


FRIENDS
Roulette Room

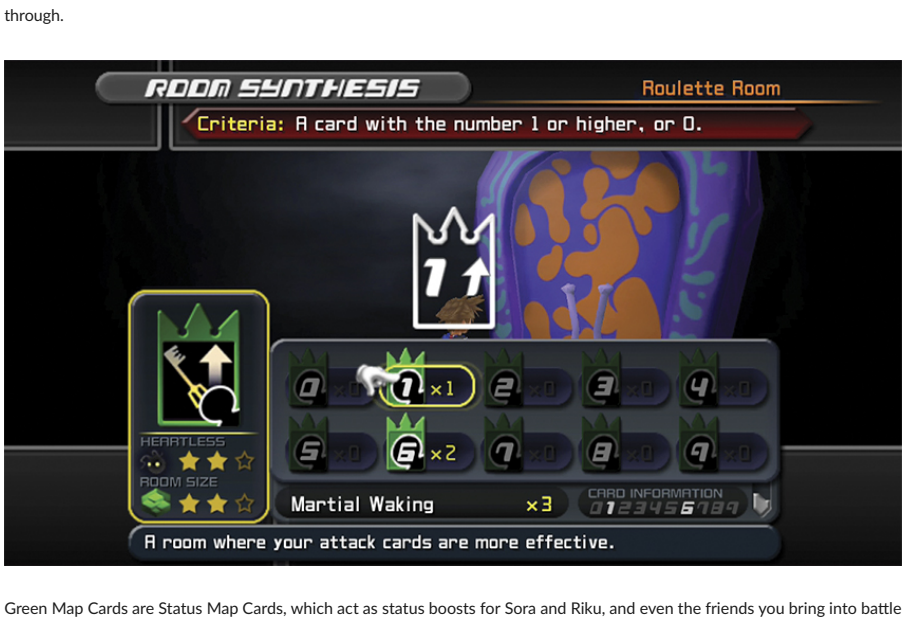
The Map Card colors come in three types as explained here.


ROOM SYNTHESIS
Black Room
L1 ALL R G B ! R1
HEARTLESS
ROOM SIZE
Sleeping Darkness ×1
CARD INFORMATION

Criteria: A card with the number 9 or higher, or 0.

A room where Heartless are drowsy and easy to ambush.

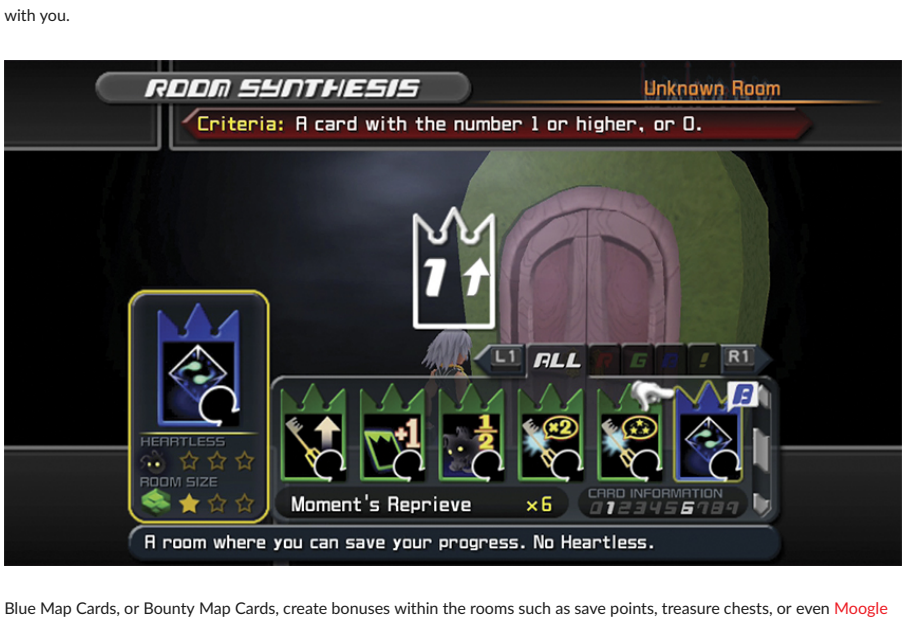
Red Map Cards, or Enemy Map Cards, are by far the most common. These Cards lessen or intensify the numbers of Heartless you encounter as well as how strong or weak they are, and even can put them to sleep to create easy fodder or a casual pass through.


ROOM SYNTHESIS
Roulette Room
HEARTLESS
ROOM SIZE
Martial Waking ×3
CARD INFORMATION

Criteria: A card with the number 1 or higher, or 0.

A room where your attack cards are more effective.

Green Map Cards are Status Map Cards, which act as status boosts for Sora and Riku, and even the friends you bring into battle with you.


ROOM SYNTHESIS
Unknown Room
L1 ALL R G B ! R1
HEARTLESS
ROOM SIZE
Moment's Reprieve ×6
CARD INFORMATION

Criteria: A card with the number 1 or higher, or 0.

A room where you can save your progress. No Heartless.

Blue Map Cards, or Bounty Map Cards, create bonuses within the rooms such as save points, treasure chests, or even Moogle Shops, in which Sora can use Moogle Points to buy Attack Cards or sell Cards as needed.

World Card List

Sora's Story

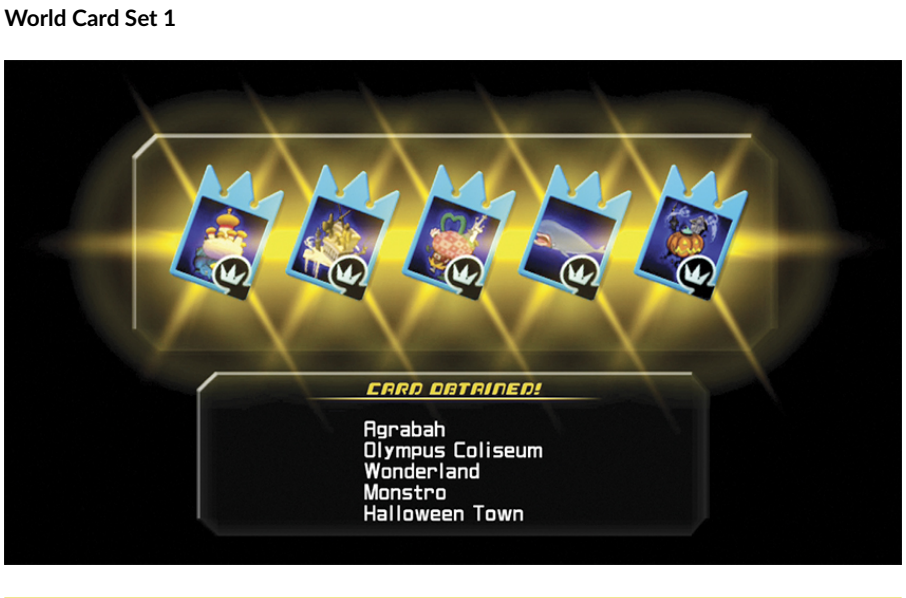
Traverse Town

Description: A town of sanctuary for the unfortunate souls whose homes fell to the Heartless.

Note

Not technically part of the first set of World Cards, this Card is given to Sora by Marluxia of the Organization.

World Card Set 1


CARD OBTAINED!
Agrabah
Olympus Coliseum
Wonderland
Monstro
Halloween Town

Note

The first set of five World Cards are given to Sora by Axel, a member of the Organization.

Agrabah

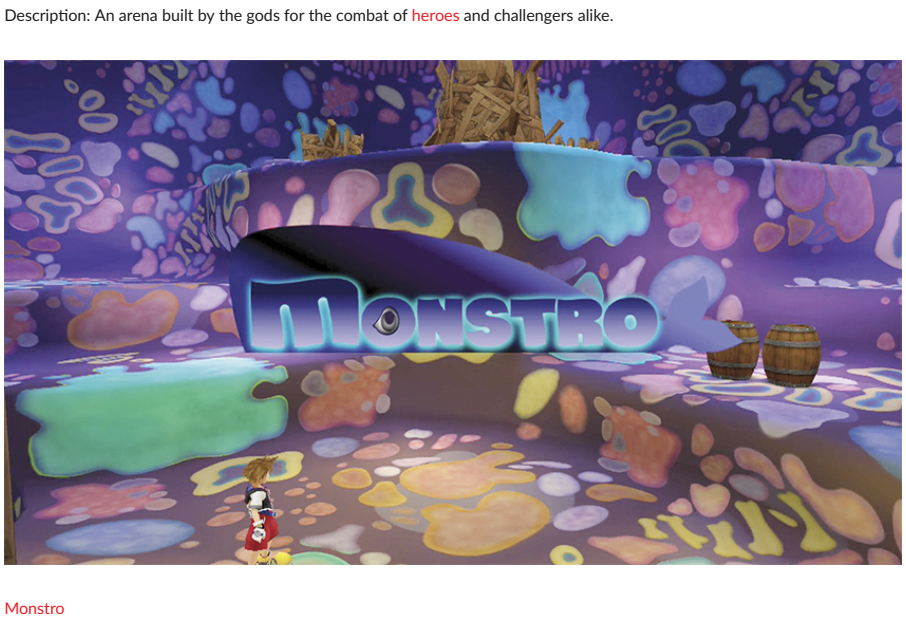
Description: A dusty town full of merchant tents and thieves that lays before the palace of the Sultan.

Wonderland

Description: A world full of wonder and magic with crazy and ridiculous characters.

Olympus Coliseum

Description: An arena built by the gods for the combat of heroes and challengers alike.



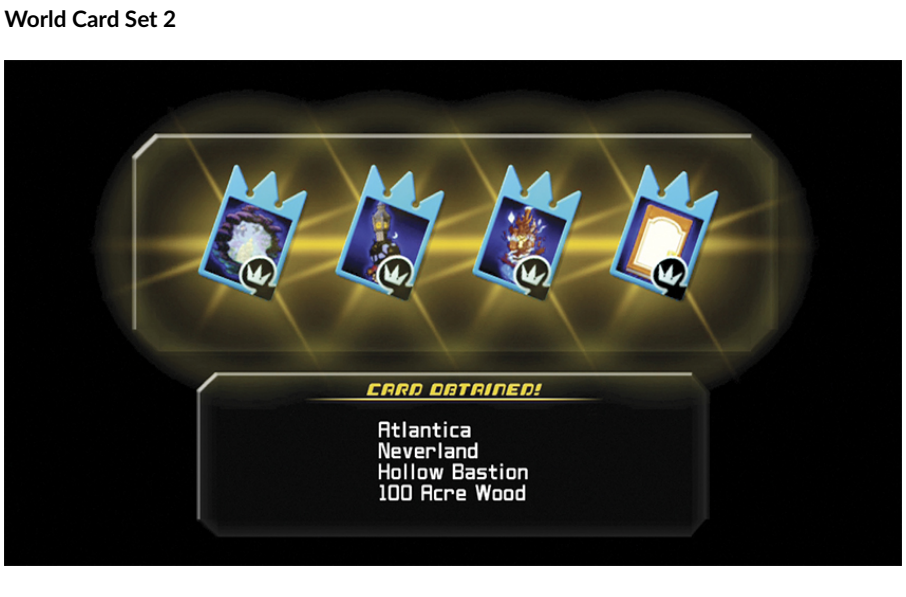
Monstro

Description: A gigantic whale that is large enough to fit an entire world.

Halloween Town

Description: A twisted and terrifying town full of even more twisted and terrifying creatures.

World Card Set 2


CARD OBTAINED!
Atlantica
Neverland
Hollow Bastion
100 Acre Wood

Note

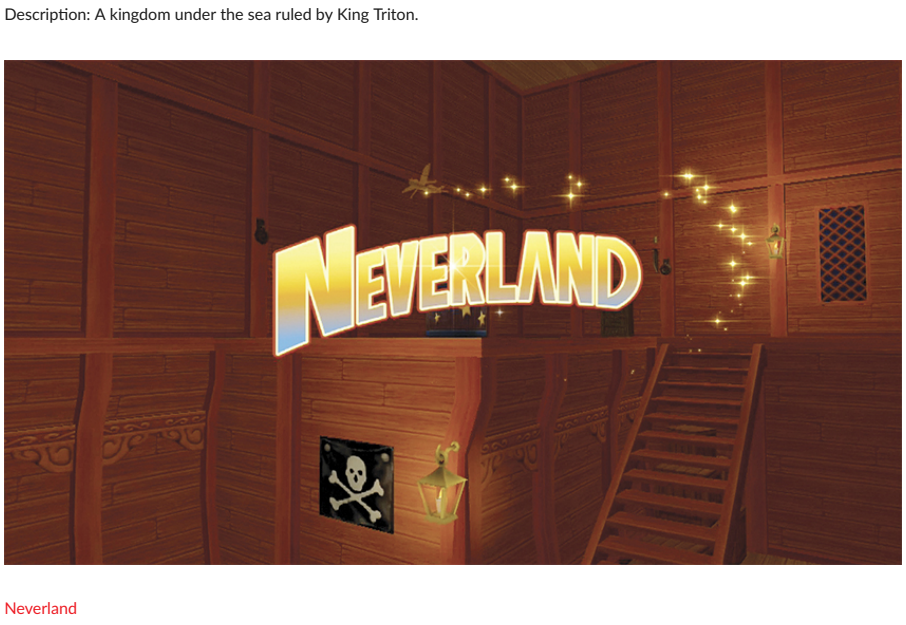
The second set of World Cards is handed over to Sora by Larxene of the Organization.

100 Acre Wood

Description: A peaceful area of woodland that surprisingly remains peaceful even in the middle of the drama that has unfolded in Castle Oblivion.

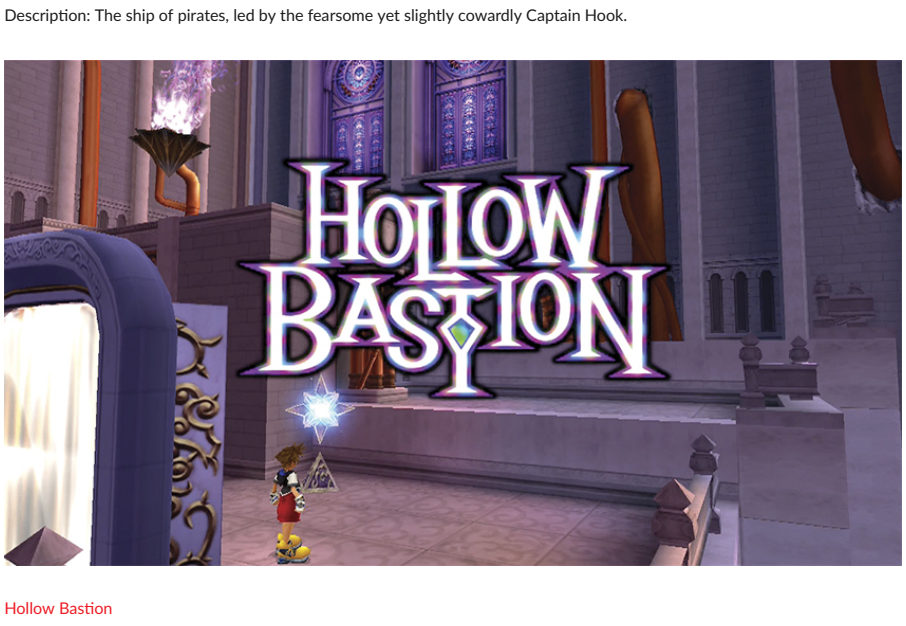
Atlantica

Description: A kingdom under the sea ruled by King Triton.



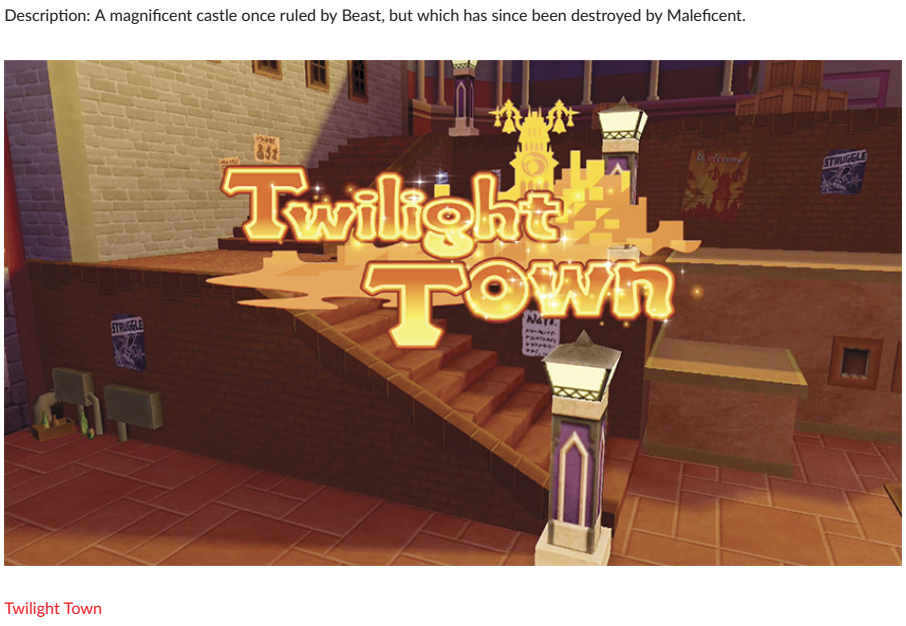
Neverland

Description: The ship of pirates, led by the fearsome yet slightly cowardly Captain Hook.



Hollow Bastion

Description: A magnificent castle once ruled by Beast, but which has since been destroyed by Maleficent.

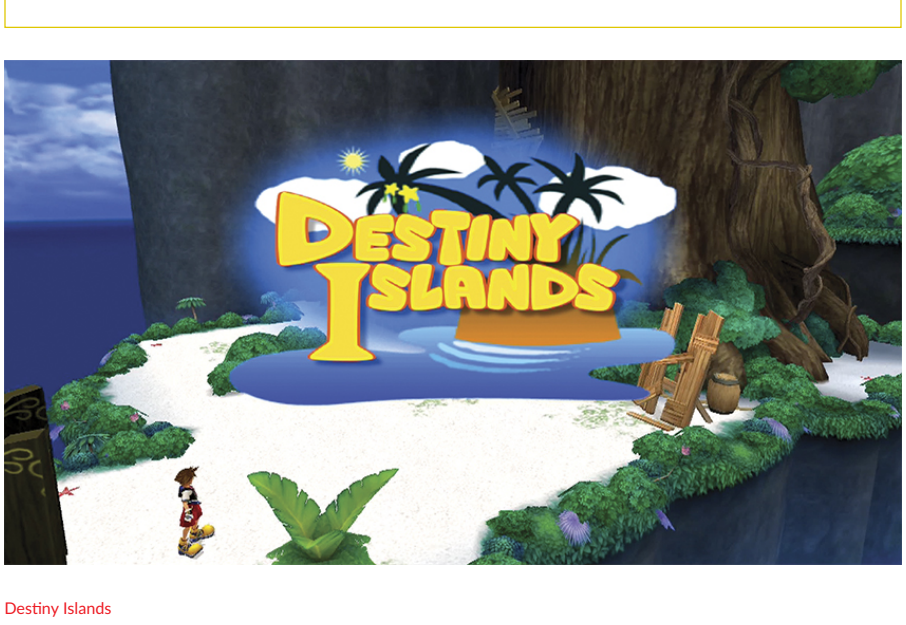


Twilight Town

Description: A mysterious town that rests in the center of light and dark.

Note

The Twilight Town World Card is not part of either set but is given to Sora separately by Vexen, who is also part of the Organization.



Destiny Islands

Description: A lush and beautiful tropical island that is home to Sora and Kairi.

Note

Destiny Islands is the last World Card and is given to Sora separately by the Riku Replica.

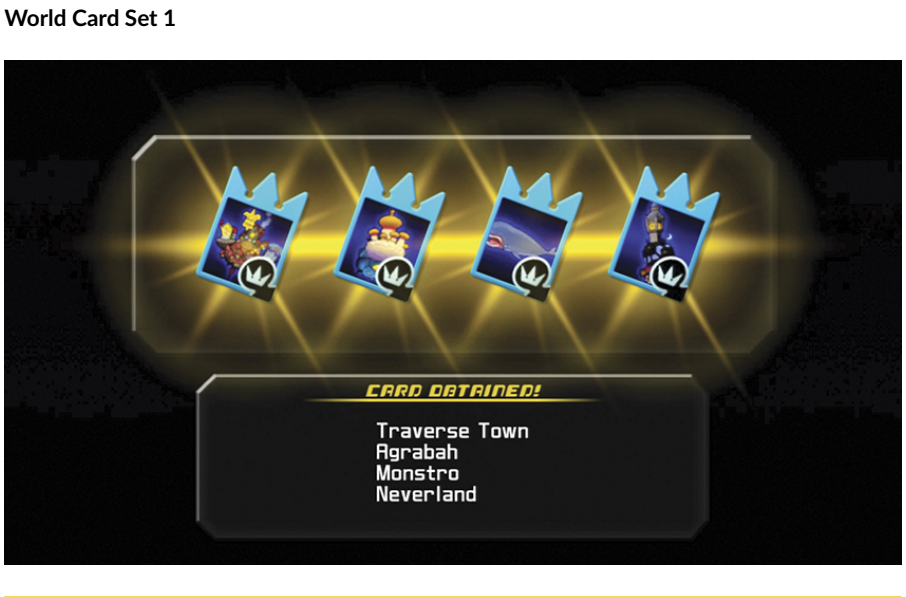
Reverse/Rebirth Riku's Story

Hollow Bastion

Note

Not technically part of the first set of World Cards, this Card is given to Riku by DiZ.

World Card Set 1


CARD OBTAINED!
Traverse Town
Agrabah
Monstro
Neverland

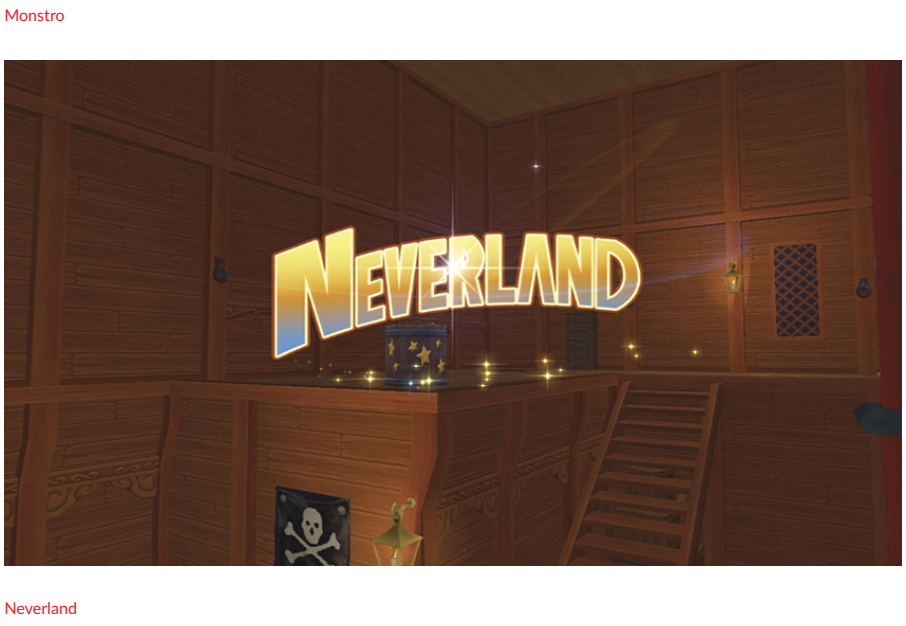
Note

This first set of World Cards is given to Riku by Ansem.

Traverse Town

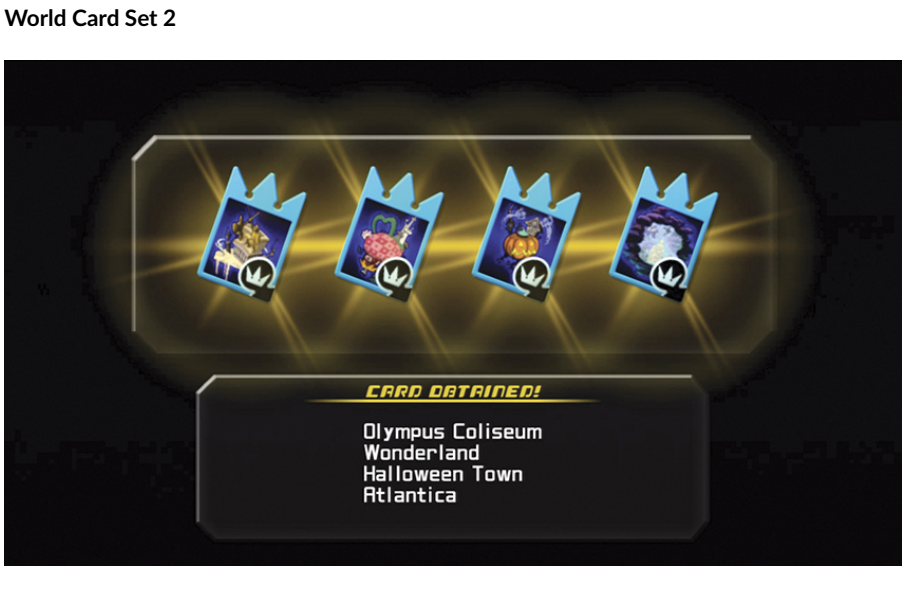
Agrabah

Monstro



Neverland

World Card Set 2


CARD OBTAINED!
Olympus Coliseum
Wonderland
Halloween Town
Atlantica

Note

This second set of World Cards is also given to Riku by Ansem.

Atlantica

Halloween Town

Olympus Coliseum

Wonderland

Destiny Islands

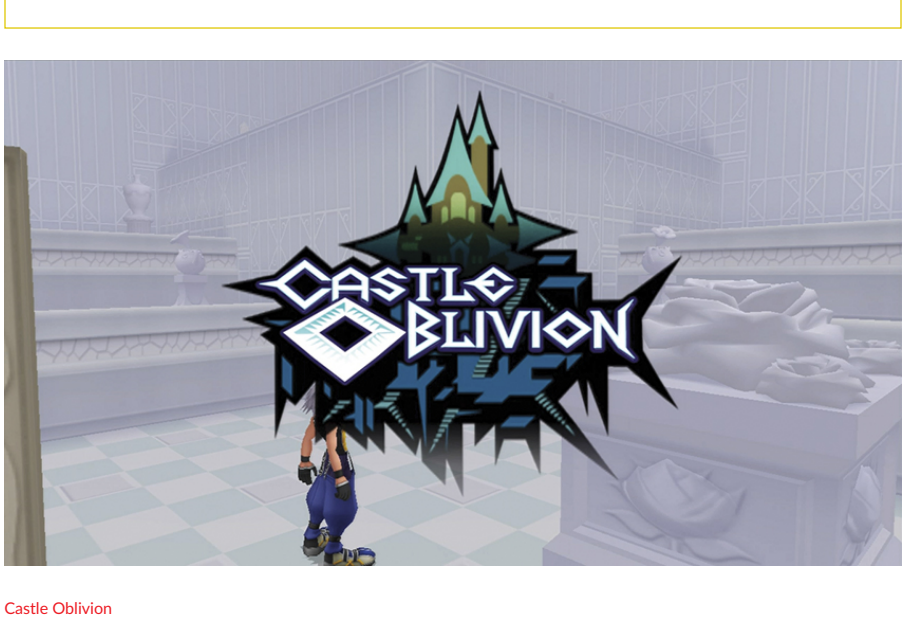
Note

This World Card is handed to Riku by Zexion of the Organization.

Twilight Town

Note

This World Card is given to Riku by King Mickey.



Castle Oblivion

Note

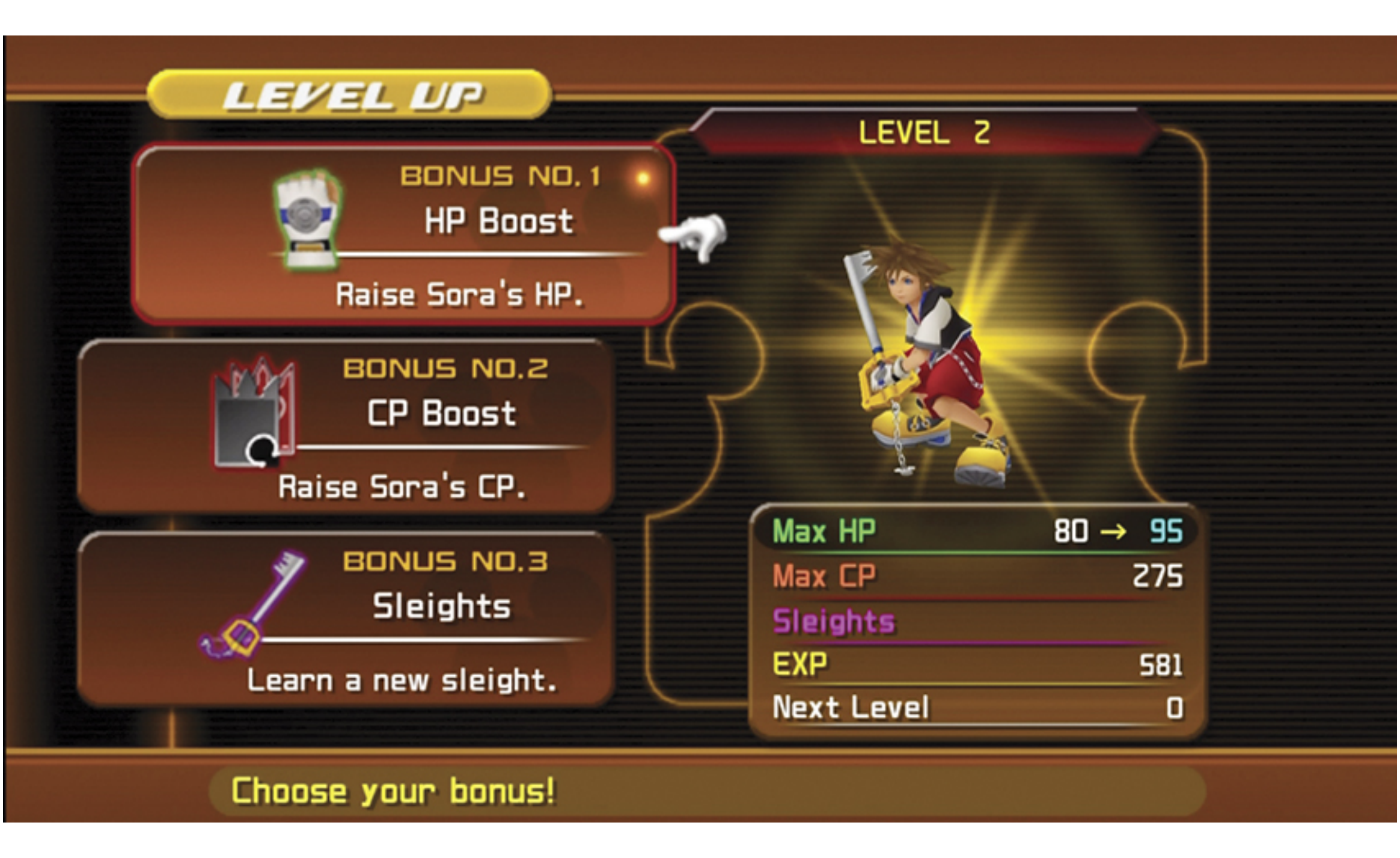
This last World Card is given to Riku by DiZ.

How to Play

Leveling Up

As you engage in combat as both Sora and Riku, you earn experience points (EXP) for defeating the fiendish residents of Castle Oblivion. These experience points allow Sora and Riku to level up, improving their stats and learning new abilities as they do so. With each level you're given a choice of increasing your HP (Health Points) or CP (Card Points) as Sora or increasing your HP or AP (Attack Points) as Riku. Take these factors into consideration when you are choosing your stat boost. While the extra HP is attractive at first glance, you could always use a little more Card (or Attack) Points during a boss battle, especially early on in your adventures within Castle Oblivion.

Sleight of Logic



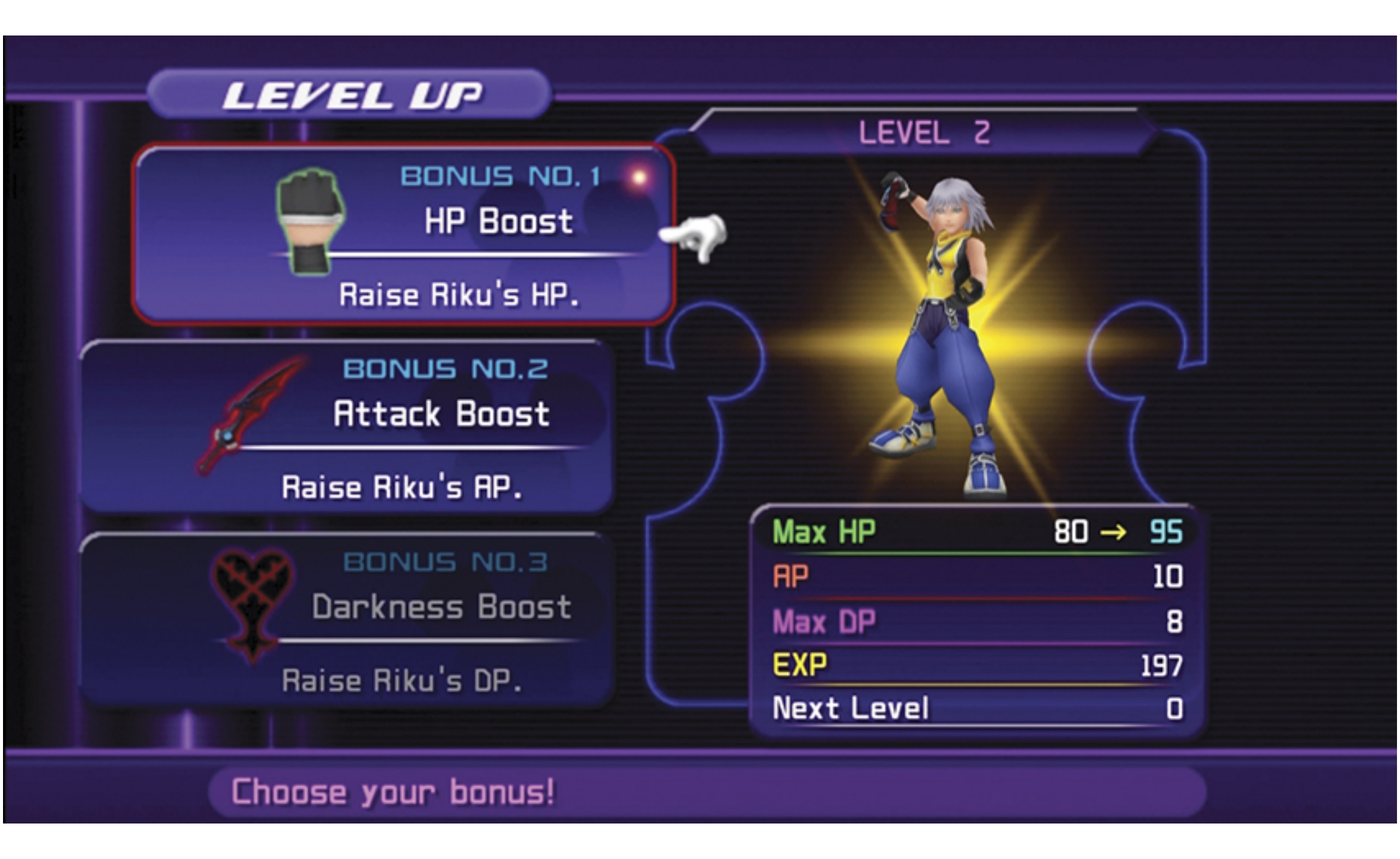
As Sora, you will have the opportunity to earn Sleights in addition to the HP and CP Boosts when leveling up. New Sleights can be learned every five levels after you have attained level two. When the opportunity to learn a new Sleight presents itself, don't worry if you happen to want the HP or CP Boost at this time instead of the new skill. If you choose not to learn the Sleight just yet, you will have the opportunity to do so with every subsequent level up until you choose to learn the Sleight.

Sora's Progression

Level	EXP	Sleight
1	-	-
2	25	Sliding Dash
3	60	-
4	124	-
5	224	-
6	368	-
7	564	Stun Impact
8	820	-
9	1144	-
10	1544	-
11	2028	-
12	2604	Strike Raid
13	3280	-
14	4064	-
15	4964	-
16	5988	-
17	7144	Blitz
18	8440	-
19	9884	-
20	11484	-
21	13248	-
22	15184	Zantetsuken
23	17300	-
24	19604	-
25	22104	-
26	24808	-
27	27724	Sonic Blade
28	30860	-
29	34224	-
30	37824	-
31	41668	-
32	45764	Lethal Frame
33	50120	-
34	54744	-
35	59644	-
36	64828	-
37	70304	Tornado
38	76080	-
39	82164	-
40	88564	-
41	95288	-
42	102344	Ars Arcanum
43	109740	-
44	117484	-
45	125584	-
46	134048	-
47	142884	Holy
48	152100	-
49	161704	-
50	171704	-
51	182108	-
52	192924	Ragnarok
53	204160	-
54	215824	-
55	227924	-
56	240468	-
57	253464	Mega Flare
58	266920	-
59	280844	-
60	295244	-
61	310128	-
62	325504	-
63	341380	-
64	357764	-
65	374664	-
66	392088	-
67	410044	-
68	428540	-
69	447584	-
70	467184	-
71	487348	-
72	508084	-
73	529400	-
74	551304	-
75	573804	-
76	596908	-
77	620624	-
78	644960	-
79	669924	-
80	695524	-
81	721768	-
82	748664	-
83	776220	-
84	804444	-
85	833344	-
86	862928	-
87	893204	-
88	924180	-
89	955864	-
90	988264	-
91	1021388	-
92	1055244	-
93	1089840	-
94	1125184	-
95	1161284	-
96	1198148	-
97	1235784	-
98	1274200	-
99	1313404	-

HP Boost:	+15 HP
HP Boost	+15 HP
HP Baseline:	80
HP Maximum:	560
CP Boost:	+25 CP
CP Baseline:	275
CP Maximum:	1625

Embracing Darkness



Early on in your adventure as Riku, you will be imbued with the ability to enter Dark Mode. While in Dark Mode, Riku transforms into Dark Riku. Your time within the darkness is dependent on maintaining a Card Break streak, as well as the amount of DP (Dark Points) that you possess. If you're a fan of Dark Riku, be sure to take advantage of the increase in Dark Points granted to you with each level up. By balancing this perk with a steady increase of AP (Attack Points), you'll find yourself overwhelming any Heartless that stand in your way.

Riku's Progression

Level	EXP
1	-
2	25
3	60
4	124
5	224
6	368
7	564
8	820
9	1144
10	1544
11	2028
12	2604
13	3280
14	4064
15	4964
16	5988
17	7144
18	8440
19	9884
20	11484
21	13248
22	15184
23	17300
24	19604
25	22104
26	24808
27	27724
28	30860
29	34224
30	37824
31	41668
32	45764
33	50120
34	54744
35	59644
36	64828
37	70304
38	76080
39	82164
40	88564
41	95288
42	102344
43	109740
44	117484
45	125584
46	134048
47	142884
48	152100
49	161704
50	171704
51	182108
52	192924
53	204160
54	215824
55	227924
56	240468
57	253464
58	266920
59	280844
60	295244
61	310128
62	325504
63	341380
64	357764
65	374664
66	392088
67	410044
68	428540
69	447584
70	467184
71	487348
72	508084
73	529400
74	551304
75	573804
76	596908
77	620624
78	644960
79	669924
80	695524
81	721768
82	748664
83	776220
84	804444
85	833344
86	862928
87	893204
88	924180
89	955864
90	988264
91	1021388
92	1055244
93	1089840
94	1125184
95	1161284
96	1198148
97	1235784
98	1274200
99	1313404

Darkness Boost:+2 DP

HP Boost:	+15 HP
HP Boost	+15 HP
HP Baseline:	80
HP Maximum:	560
Attack Boost	+1 AP
AP Baseline:	10
AP Maximum:	30
DP Baseline:	8
DP Maximum:	99

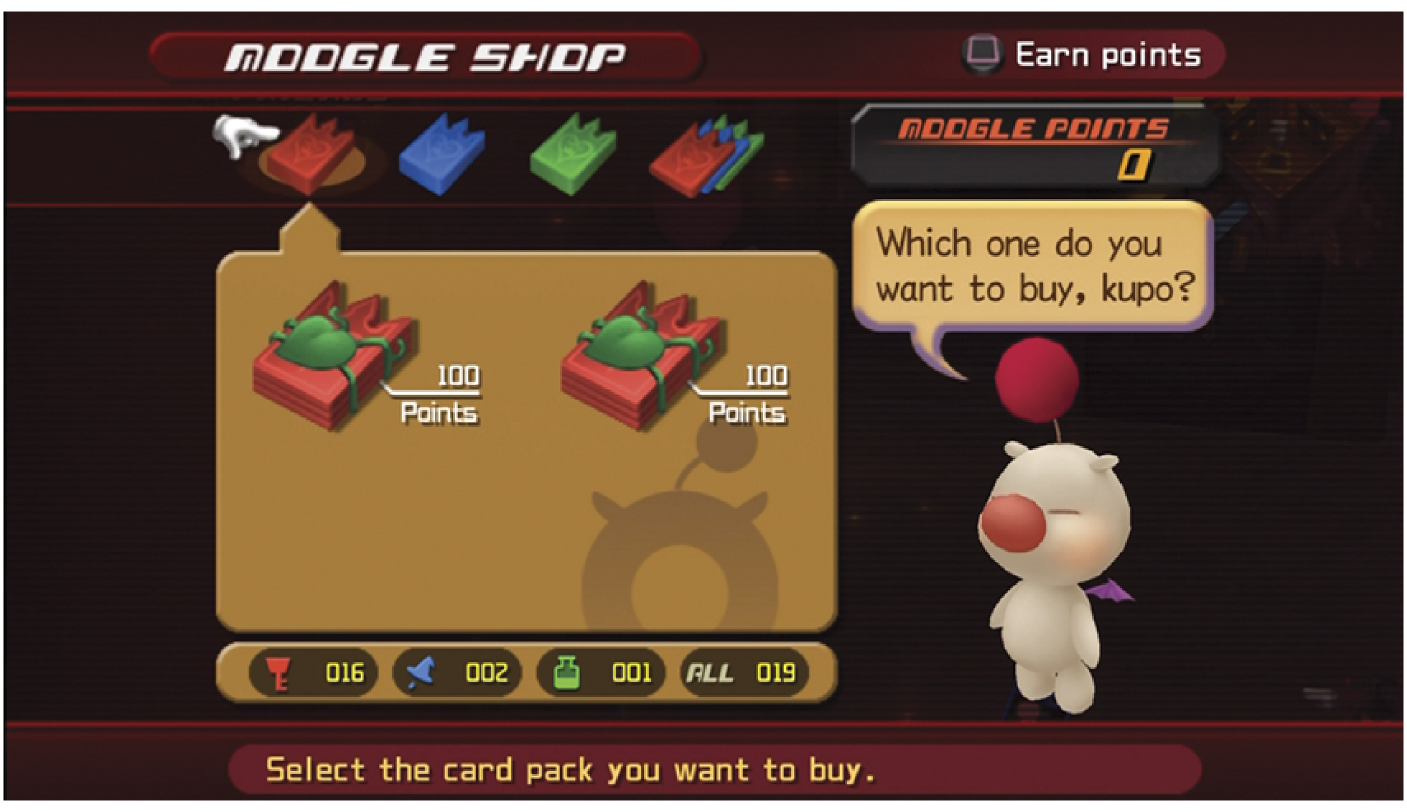
Notes: Darkness Boost is unavailable until you have learned Dark Mode.

How to Play

Moogle Shops

Weary of seeking out Cards through combat with the Heartless? Well, if you happen to have a Moogle Room Card on hand, use it to synthesize a safe room inhabited by a friendly Moogle merchant. From this Moogle establishment, the storekeeper sells packs of Cards. Depending on the floor you are currently on, it may contain some rare and powerful Cards! Moogle Points are the local currency here. If you happen to be coming up a little short, don't worry—your new friend will be more than willing to take some of your old and dusty Cards off your hands.

Aside from selling your Cards, Treasure Rooms are another great way of racking up Moogle Points. The destructible items in these rooms reset each time you exit and re-enter, so be sure to bust up some scenery for Moogle Points and support the modest Moogle establishment when opportunity presents itself.



Which one do you want to buy, kupo?

Select the card pack you want to buy.

When you visit a Moogle Shop for the first time in a world, you'll receive a free pack of Cards just for speaking with the merchant. It pays to be a loyal customer.

There are four types of Card packs available for purchase: Attack Cards, Magic Cards, Item Cards, and Combo Packs (containing Cards from all three categories). Each pack contains five random Cards that fall within the category of the pack that you choose to purchase.

Card Packs

Tie Color	Card Rarity	Available
Green Leaf	Low	1F - 13F
Brown Belt	Medium	7F - 13F
Black Belt	High	7F - 13F
Moogle Belt	Extreme	11F - 13F

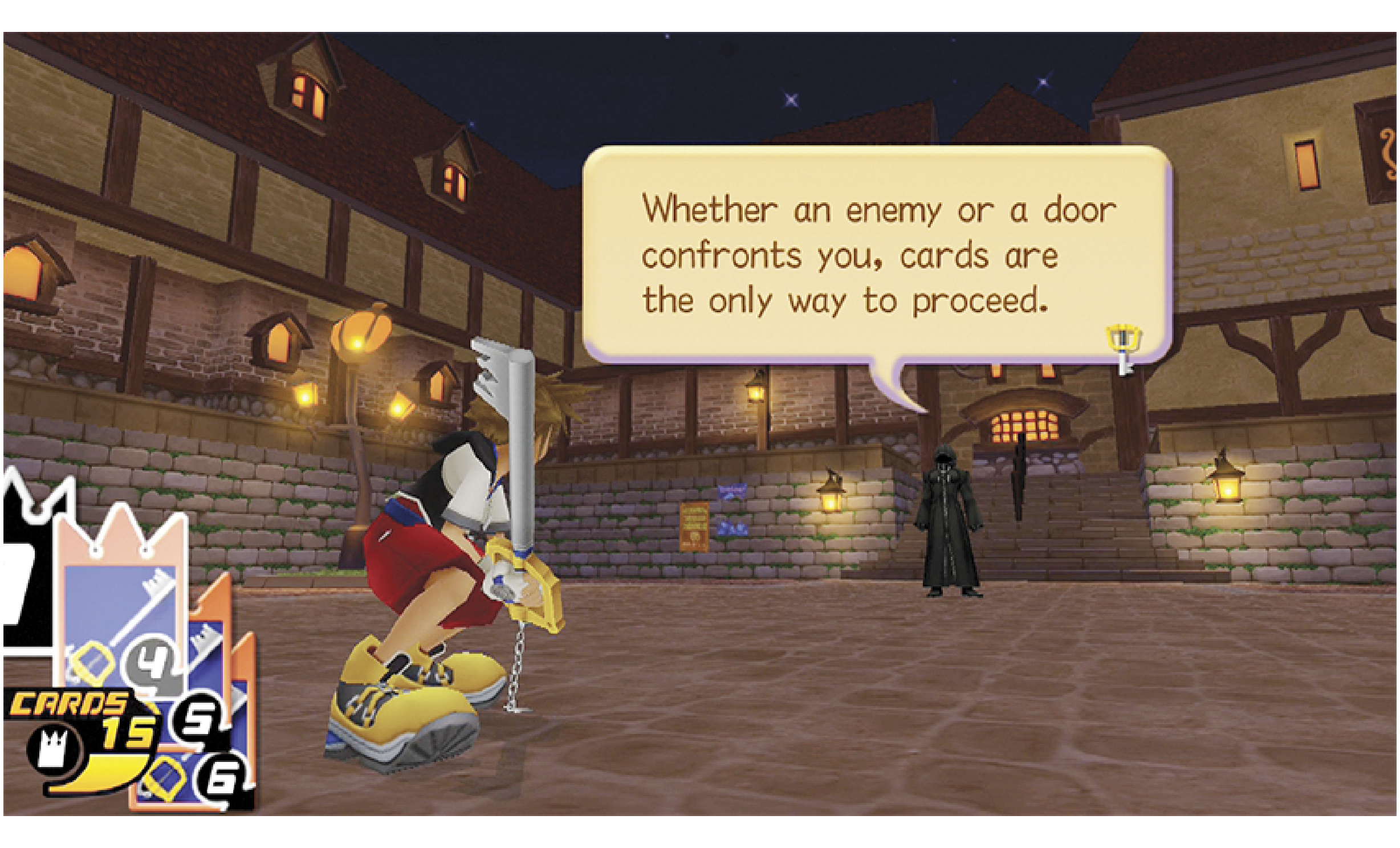
Tie Color	Attack Pack	Magic Pack	Item Pack	Combo Pack
Green Leaf	100	200	150	150
Brown Belt	200	250	200	200
Black Belt	300	350	300	300
Moogle Belt	500	400	350	400

Moogle Shop Card Pack Probabilities

Card Name	Green Leaf	Brown Belt	Black Belt	Moogle Belt
Kingdom Key	-	-	-	-
Three Wishes	20%	14%	4%	4%
Crabclaw	20%	14%	4%	4%
Pumpkinhead	20%	14%	4%	4%
Fairy Harp	20%	14%	4%	4%
Wishing Star	20%	14%	4%	4%
Spellbinder	-	5%	10%	6%
Metal Chocobo	-	5%	10%	6%
Olympia	-	5%	10%	6%
Lionheart	-	5%	10%	6%
Lady Luck	-	5%	10%	6%
Divine Rose	-	5%	10%	6%
Oathkeeper	-	-	5%	10%
Oblivion	-	-	5%	10%
Ultima Weapon	-	-	5%	10%
Diamond Dust	-	-	5%	10%
One-Winged Angel	-	-	-	4%
Fire	15%	10%	5%	5%
Blizzard	15%	10%	5%	5%
Thunder	15%	10%	5%	5%
Cure	-	5%	10%	5%
Gravity	-	5%	10%	5%
Stop	-	5%	10%	5%
Aero	10%	5%	-	-
Simba	20%	5%	5%	5%
Genie	10%	20%	8%	10%
Bambi	-	-	8%	10%
Dumbo	10%	20%	8%	10%
Tinker Bell	-	-	8%	10%
Mushu	-	-	8%	10%
Cloud	5%	5%	10%	15%
Potion	50%	40%	-	-
Hi-Potion	50%	40%	20%	15%
Mega-Potion	-	10%	25%	20%
Ether	-	10%	25%	20%
Mega-Ether	-	-	15%	20%
Elixir	-	-	15%	15%
Megalixir	-	-	-	10%

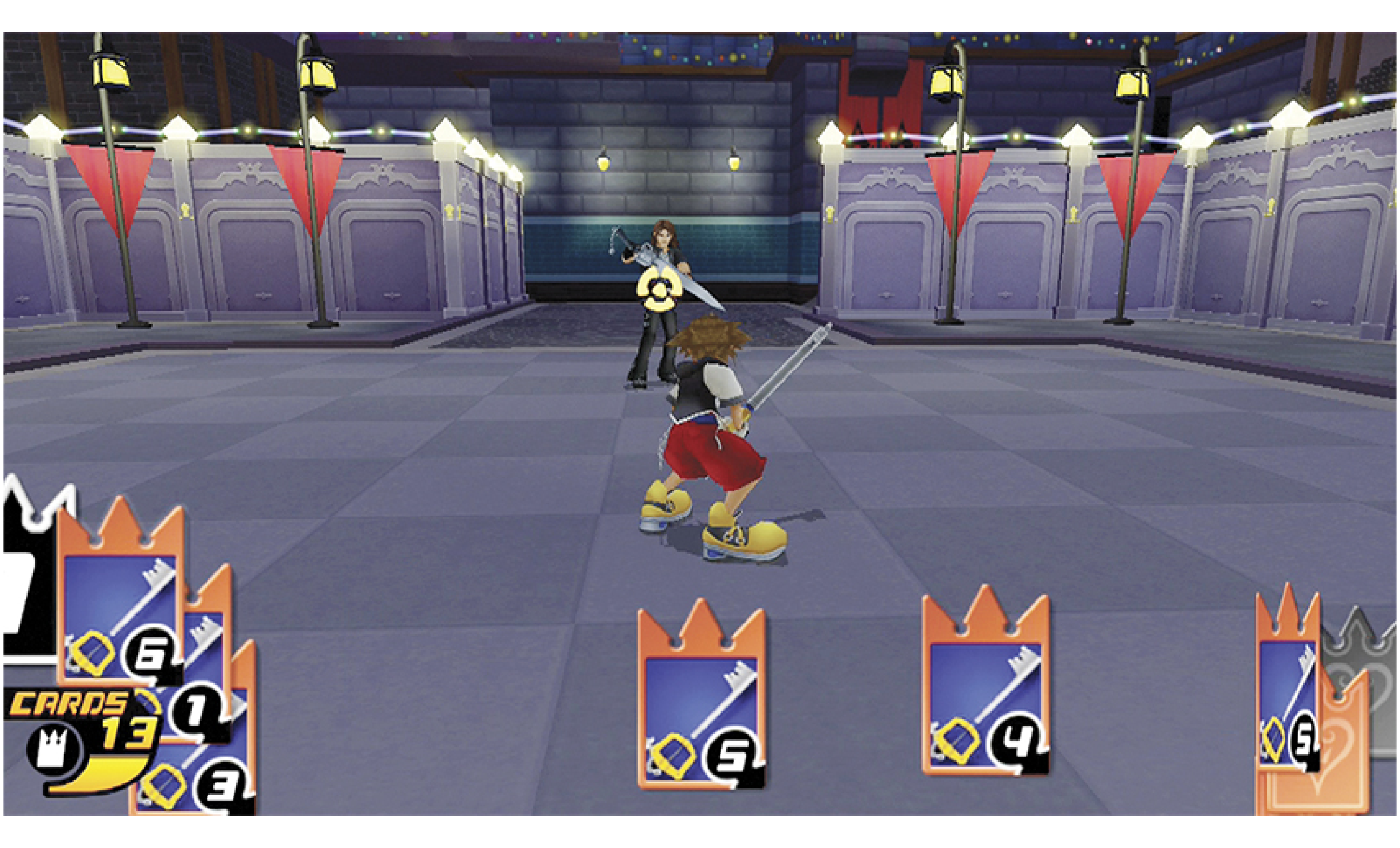
Combat Basics

The Battle Card System


Whether an enemy or a door confronts you, cards are the only way to proceed.
CARDS 15

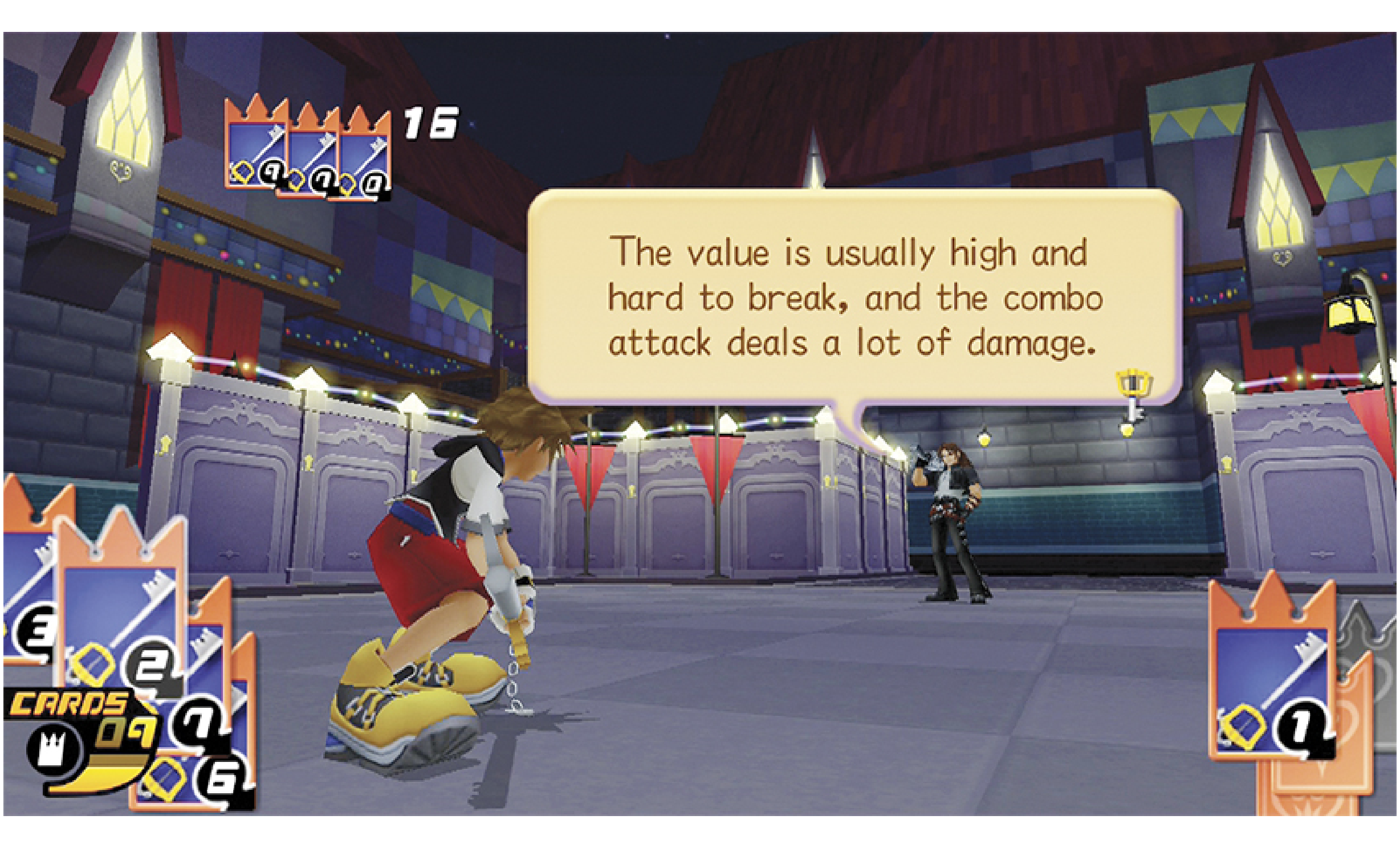
The new battle system in Kingdom Hearts: Chain of Memories is uniquely fresh and a major departure from other Kingdom Hearts titles. While this may seem shocking to the core fans of the first installation, try it out before crying foul. While engaged in battle, instead of mashing the attack button and blindly swinging away with the legendary Keyblade, Sora, as well as Riku, now use Battle Cards to attack and defend themselves in battle. The Keyblade master can fully customize up to three separate Battle Card decks, whereas Riku has one deck that changes in power as time goes on. As the main character reaches the end of his deck during a battle, he must then recharge the deck, which leaves him defenseless until fully recharged.

Card Values



Every Battle Card has a Card Value—the numerical value attached to the card. The number represents the strength of the Battle Card, ranging from 0 to 9, with 1 being the weakest in strength up to 9, which is considerably stronger. A Card Value of 0 is a wild card. By itself, it is devastating and causes severe damage, although if one is placed as the first card in a three-hit combo, the once godlike 0 card now has the hitting power of a balloon animal.

Combining Cards


16
The value is usually high and hard to break, and the combo attack deals a lot of damage.
CARDS 09

Both Sora and Riku have basic three-hit combos that increase in strength by using high-numbered cards. These can be set up automatically by pressing i, which brings the selected card to the top of the screen. Once the three Battle Cards are collected, the character can then perform powerful three-hit combos. By performing Card Combinations, you will raise the Card Value substantially, while making the cards far more difficult to break. More importantly, this is essential to performing Sleights.

Caution

Beware when combining cards for combos or Sleights, as the first card used in the combination will not reappear when you recharge your deck. It can only be brought back if you have a certain Item Card that reloads unreloadable cards.

Sleights

Relying only on sleights will cause your cards to run out. That means trouble.

Sleights are special attacks that can be performed by combining Battle Cards with a certain Card Value to reach the value range that is needed to activate the attack. Put simply, Sleights are stunning to behold and can be learned after winning certain boss battles, retrieving them from chests, and, for Sora, leveling up and choosing the Sleight bonus when available. Riku, however, has Sleights that are even more extravagant and punishing when they are performed while in D Mode. Sleights become stronger when Summon and Magic Cards are added instead of just Attack Cards, however the strongest most often are Magic Sleights, which deal damage worth a double take.

Card Breaks

One drawback from using Battle Cards with a low Card Value is that Sora or Riku is left open for a Card Break. An example of a Card Break is when Sora uses an Attack Card with a Card Value of 4, whereas the opponent counters with an Attack Card of a value of 6. Sora's attack "breaks", leaving Sora vulnerable for the enemy to counterattack further. This act of Card Breaking is a great tactic to master, but can be tricky, especially when you have no choice but to fill your deck with cards of a low Card Value.

Battle Card Types

Attack Cards

These red cards are the basic type of Battle Cards that Sora and Riku start out with. In the beginning these may not pose much of a threat, especially from Sora, but they will begin to pack a punch as new Attack Cards are earned. Also, depending on whether you are playing through as Sora or Riku, level up boosts will encourage stronger attacks, such as Sleights as Sora or growing attack strength as Riku.

Magic Cards

These cards perform magic spells such as Fire, Blizzard, and Cure. These Battle Cards are colored blue and also range in Card Value from 0 to 9. They come in offensive magic as well as curative spells. While Attack Cards are great fallback cards, especially when the enemy is strong against magic, using a high-valued Magic Card, such as Fire, will teach you just how punishing these cards can be.

Item Cards

These cards provide support when engaging in a particularly tough battle—a highly underrated benefit. Item Cards are colored green and restore Attack and Magic Cards by use of Elixirs and Potions during the heat of battle. It is especially a good idea to enter a tough boss battle with a few of these.

Summon Cards

Summon Cards, depending on what they are, either have magical or physical attack powers that can do serious damage, cast curatives, or boost stats during battle. These cards are somewhat powerful by themselves, but can be made even greater by adding them with Sleights.

Special Battle Card Types

These Battle Cards cannot be set in your custom-made deck, but appear in battle randomly.

Friend Cards

These cards are different from your standard Battle Card types, because they appear in battle as a collectible and must be chased down and grabbed to add them to your deck. Sora's constant Friend Cards that remain throughout the game are Donald and Goofy. In addition to his constant friends, Sora also gains other Friend Cards of Disney characters that he is currently helping at the time. Friends he helps along the way are characters such as Aladdin, Peter Pan, and Ariel to name a few.

CARD OBTAINED!
Guard Armor

Enemy Cards

Black in color, these Enemy Cards are won by Sora and Riku after boss battles and act very similar to Summon Cards. They use beefed up attacks from your previous fight with the boss, magical attacks, and/or curatives to help Sora and Riku in many different ways. The main differences from Summon Cards is that they cannot be used in Sleights, and Sora cannot use his hard-earned Enemy Cards until the game has been completed as Riku as well. Riku, however, does not suffer from this and can use his earned Enemy Cards right away. Sometimes it pays to be dark.

HP
HANDBAGS
SUITS DRESSES
CARDS 13

Gimmick Cards

These cards have a Mickey symbol on the front of the card and can only be used during boss battles. These cards always have a Card Value of 0, which means they cannot be broken by an enemy. These cards can be extremely helpful during a tough boss battle, and will range in effect from stunning the boss for you to lay a savage beatdown while it is on the ground, or cause a terrain change, making access to an enemy's weak spots much easier. Each boss battle has a different way of collecting them, and it may take some trial and error to make it appear.

Premium Cards

Premium Cards are basically regular Battle Cards that have been enhanced by a little something called a Premium Bonus. These bonuses are sometimes dropped by felled Heartless and are applied by way of a roulette wheel that begins spinning immediately after the battle. The cards in your deck spin around the wheel at a moderate speed, so stopping on the card you want to enhance can sometimes be tricky. Once a Battle Card becomes a Premium Card, the Card Value changes to a gold color, which then lowers the Card Points (CP) needed to stock that card in your deck, allowing for the addition of extra powerful Battle Cards. The drawback is that these cards do not recharge without the use of an Item Card.

Combat Basics

Combat Differences

While Sora and Riku both have several qualities that make each of them a powerful force to be reckoned with, these qualities are quite different. These differences are explored in this section.

Sora's Combat Differences

Cross-slash+
HP
CARDS 06

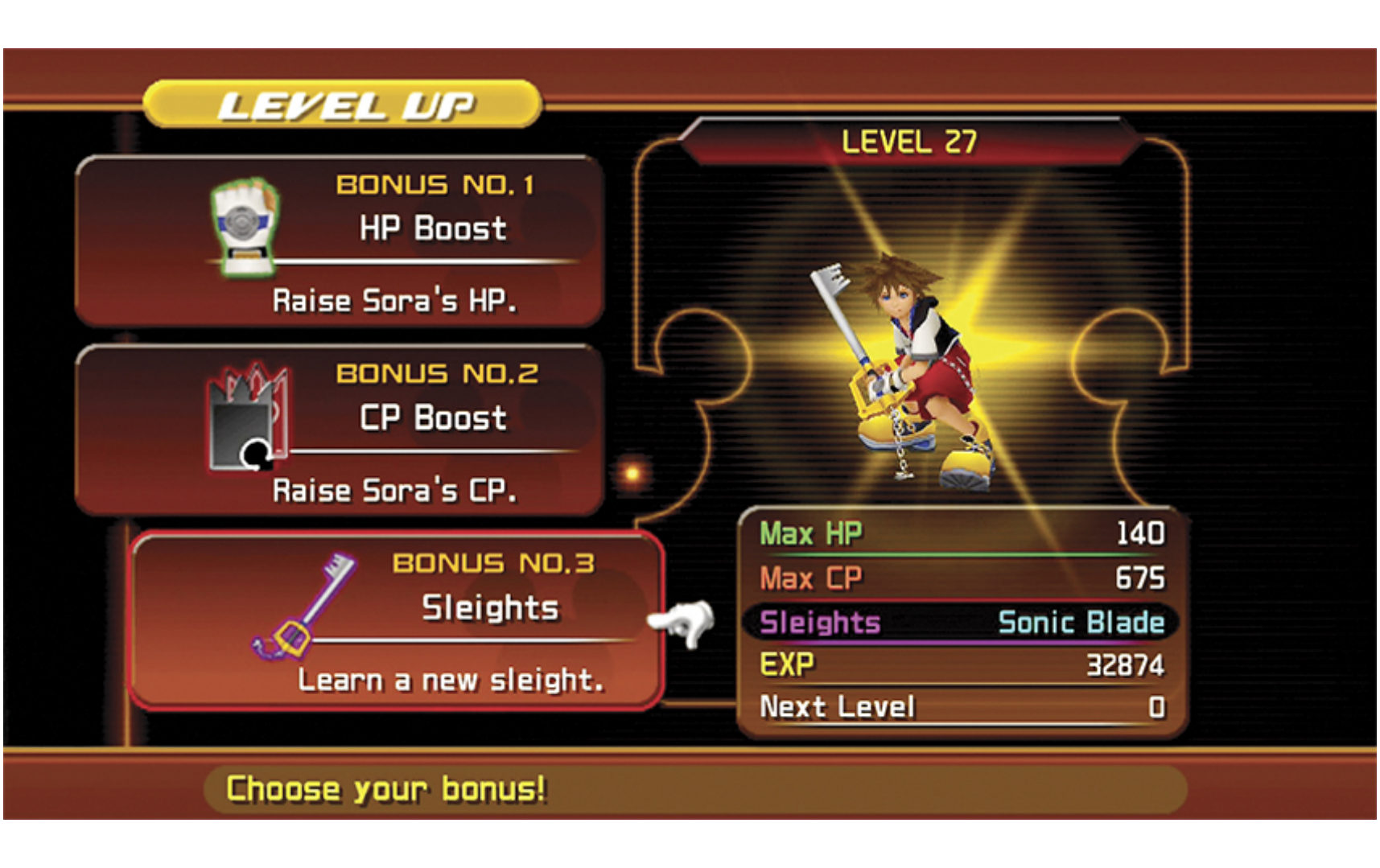
Sora has much more versatility when customizing his three Battle Card decks. Sora can have any variety of Battle Cards in his deck so long as there is at least one Attack Card placed with the others. Sora is also able to use Summon Cards, Magic Cards, and a wider variety of Item Cards.

Tip

Magic Cards and Summon Cards can be quite powerful by themselves, however the enemy will receive true punishment and intense devastation when Summon Cards and Magic Cards are used with Sleights.

Note

Both Sora and Riku gain Enemy Cards, however Sora cannot use his Enemy Cards until Sora's Story and Riku's Story have both been completed.


LEVEL UP
BONUS NO. 1
HP Boost
Raise Sora's HP.
BONUS NO.2
CP Boost
Raise Sora's CP.
BONUS NO.3
Sleights
Learn a new sleight.
LEVEL 27
Max HP 140
Max CP 675
Sleights Sonic Blade
EXP 32874
Next Level 0
Choose your bonus!

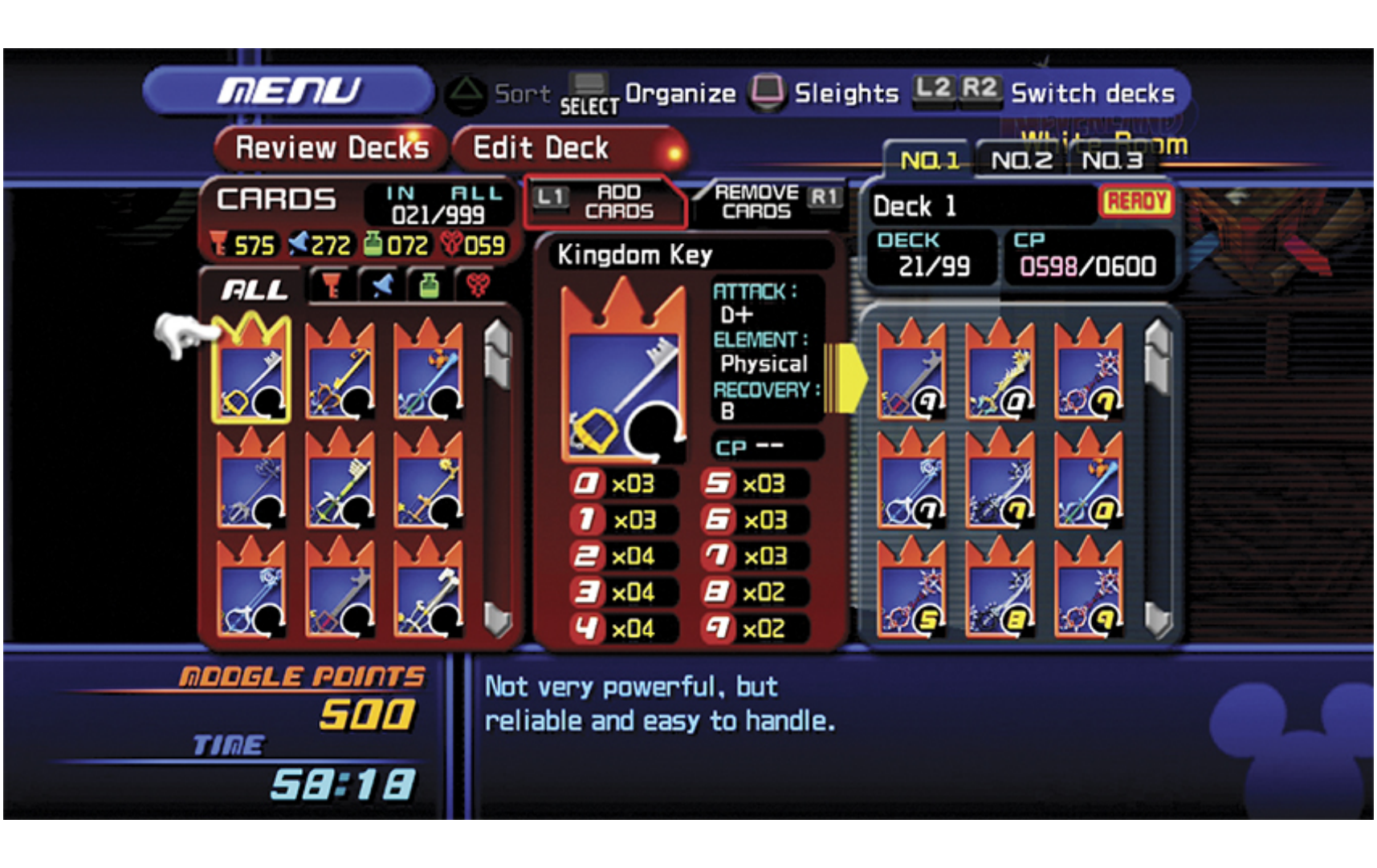
Upon leveling up, Sora can receive a boost to his HP or CP or, at certain times, learn a new Sleight.

Note

Each boost is important to increase, but ultimately the choice of which stat to increase is up to you and your preferred character style.

As a new Sleight cannot be learned upon every level up, the most constant decision is between raising Sora's HP and CP.

Choosing to raise Sora's HP at the beginning is wise, since he will not have many strong Battle Cards, which in turn means you are not required to have extra CP available. This will change once you amass more powerful Battle Cards, so then start building CP. Having a huge amount of CP at that point will make it less necessary for Sora to have a ton of HP. After all, if the enemy is being beaten badly, it can't get up long enough to hit you.


MENU
Sort SELECT Organize Sleights L2 R2 Switch decks
Review Decks
Edit Deck
NO.1 NO.2 NO.3
CARDS IN ALL 021/999
575 272 072 059
ALL
L1 ADD CARDS
REMOVE CARDS R1
Kingdom Key
ATTACK: D+
ELEMENT: Physical
RECOVERY: B
CP --
0 x03 5 x03
1 x03 6 x03
2 x04 7 x03
3 x04 8 x02
4 x04 9 x02
Deck 1 READY
DECK 21/99
CP 0598/0600
MOOGLE POINTS 500
TIME 58:18
Not very powerful, but reliable and easy to handle.

Tip

Growing an army of Premium Battle Cards is great when you have low CP, since the Premium Cards do not take nearly as much CP to equip.

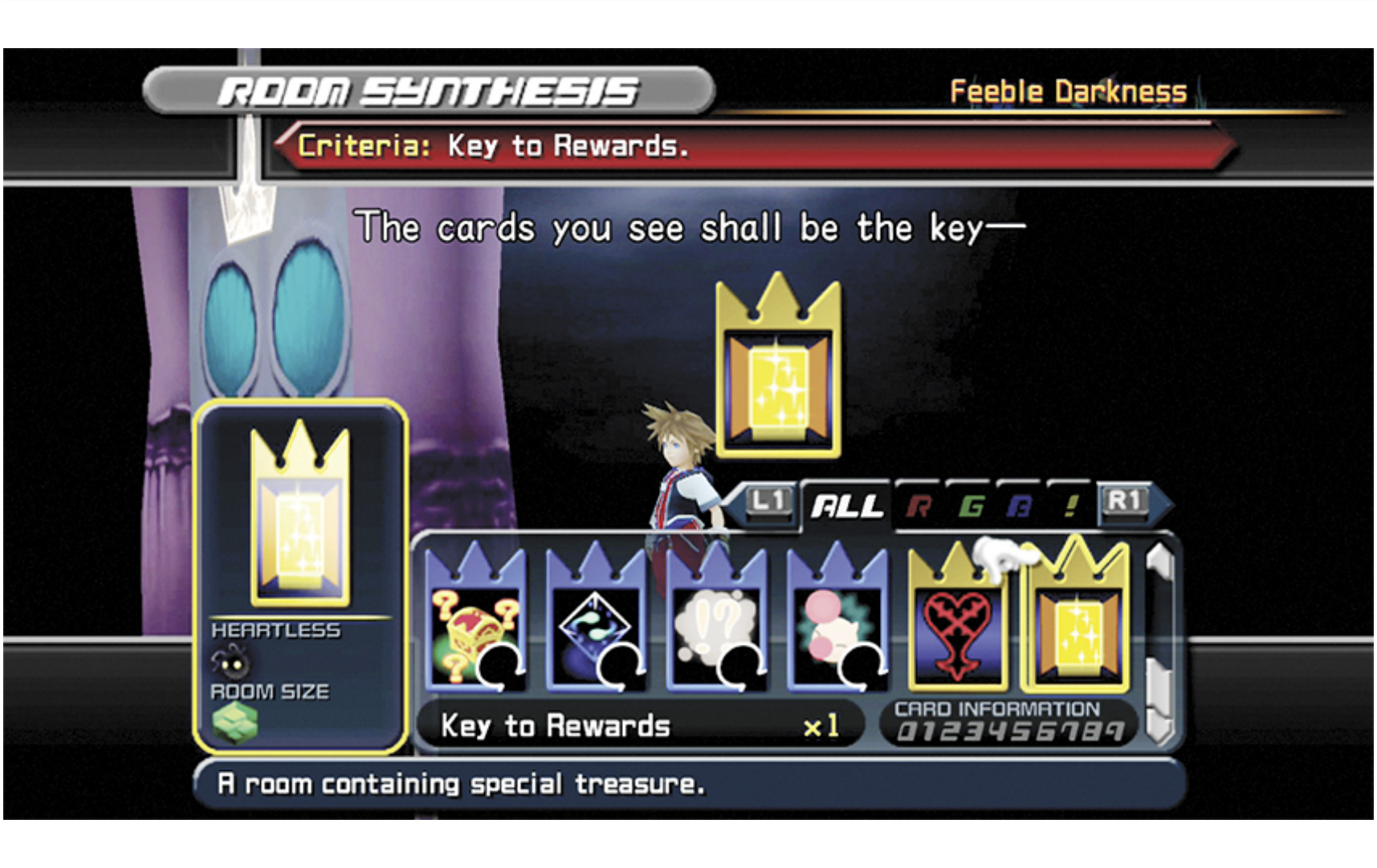
Caution

Filling your deck with only Premium Cards is a terrible idea, since these cards cannot be reloaded normally upon the inevitable recharge cycle. If you carry a lot of Premium Cards, be sure to have a few Item Cards that reload these types of cards. Sora can purchase these cards later at a Moogle Shop, whereas Riku does not have that option.

A big difference between Sora and Riku are the Friend Cards that are available for Sora. Sora has quite a few friends that offer support in battle through Friend Cards. Besides Goofy and Donald, Sora also gets a new Friend Card during each world except for Traverse Town, Twilight Town, and Destiny Islands. The other worlds only supply support in battle as long as you remain in their world, however.

Tip

When receiving a Friend Card in battle with a low Card Value, it is a waste to use it on its own, since the enemy can break it without breaking a sweat. Friend Cards with low values should be used with other Battle Cards to perform Sleights, which can make breaking them that much more difficult.


ROOM SYNTHESIS
Feeble Darkness
Criteria: Key to Rewards.
The cards you see shall be the key—
L1 ALL R G B ! R1
HEARTLESS
ROOM SIZE
Key to Rewards x1
CARD INFORMATION
A room containing special treasure.

Sora has a wider variety with Room Synthesis as well. He gains more Map Cards of every color, especially the incredibly valuable Key to Rewards Card that can be used to open special crown doors that can bestow new Sleights and Attack Cards, as well as special abilities such as Super Glide. This brings us to a difference of less importance—Sora gains the Glide ability. This can make traveling between and within rooms especially fun. Soar over confused Heartless and toy with their emotions by staying just out of reach.

Note

Glide is one of a few bonuses Sora can learn as he progresses through the game. (Another example is the High Jump ability.) These learned bonuses can also be used within battle to add a new dimension to gameplay.

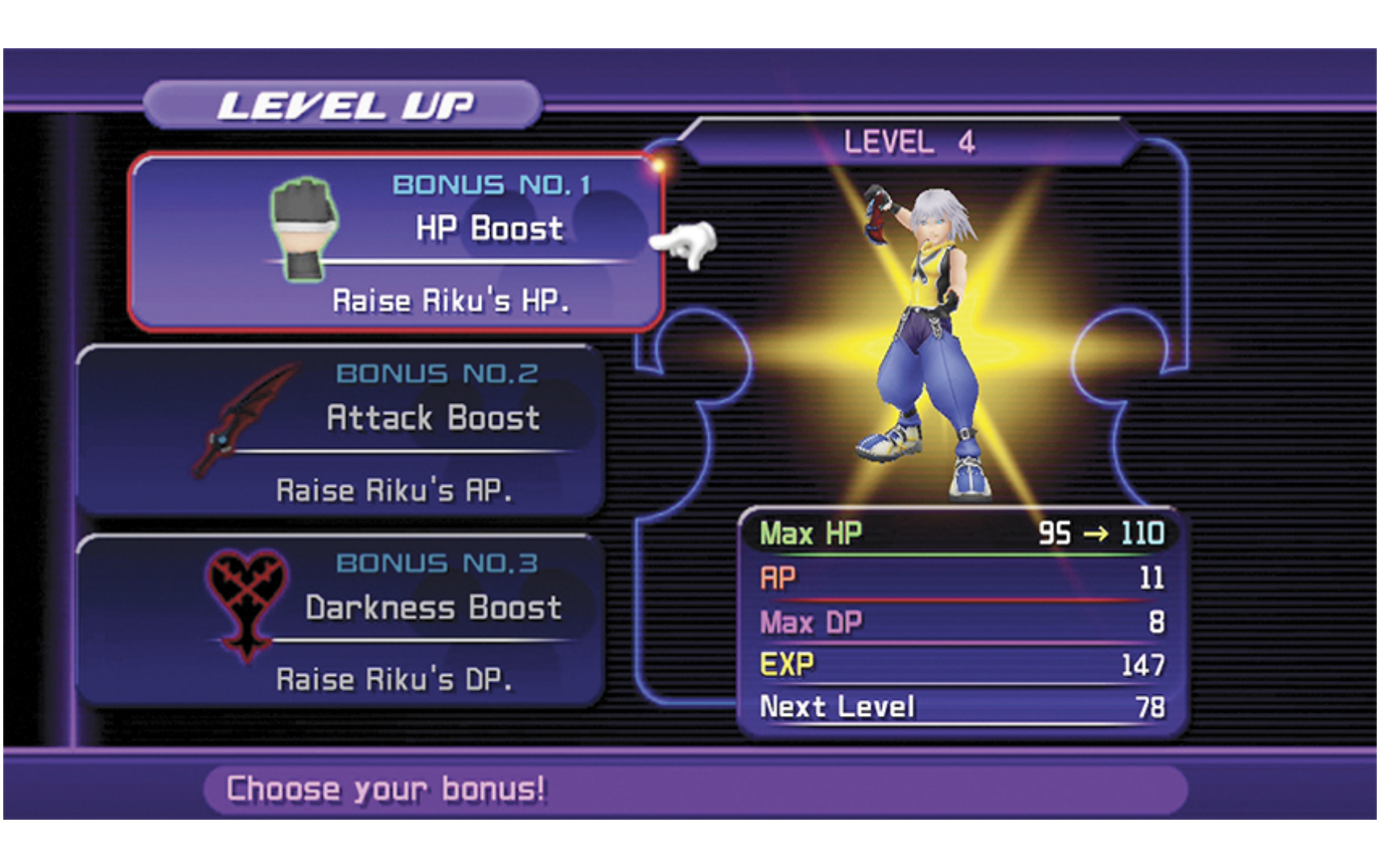
Riku's Combat Differences

Level Boosts

Riku's differences from Sora are based on a much more simple system. Riku also can choose one of three level boosts upon leveling up, however this time you have to choose between HP, attack strength, or Dark Power (DP) boosts. Riku may not be as well rounded as Sora, but that does not seem to make a difference to him. His art of war is based solely on brute strength and brutal sword attacks.

Note

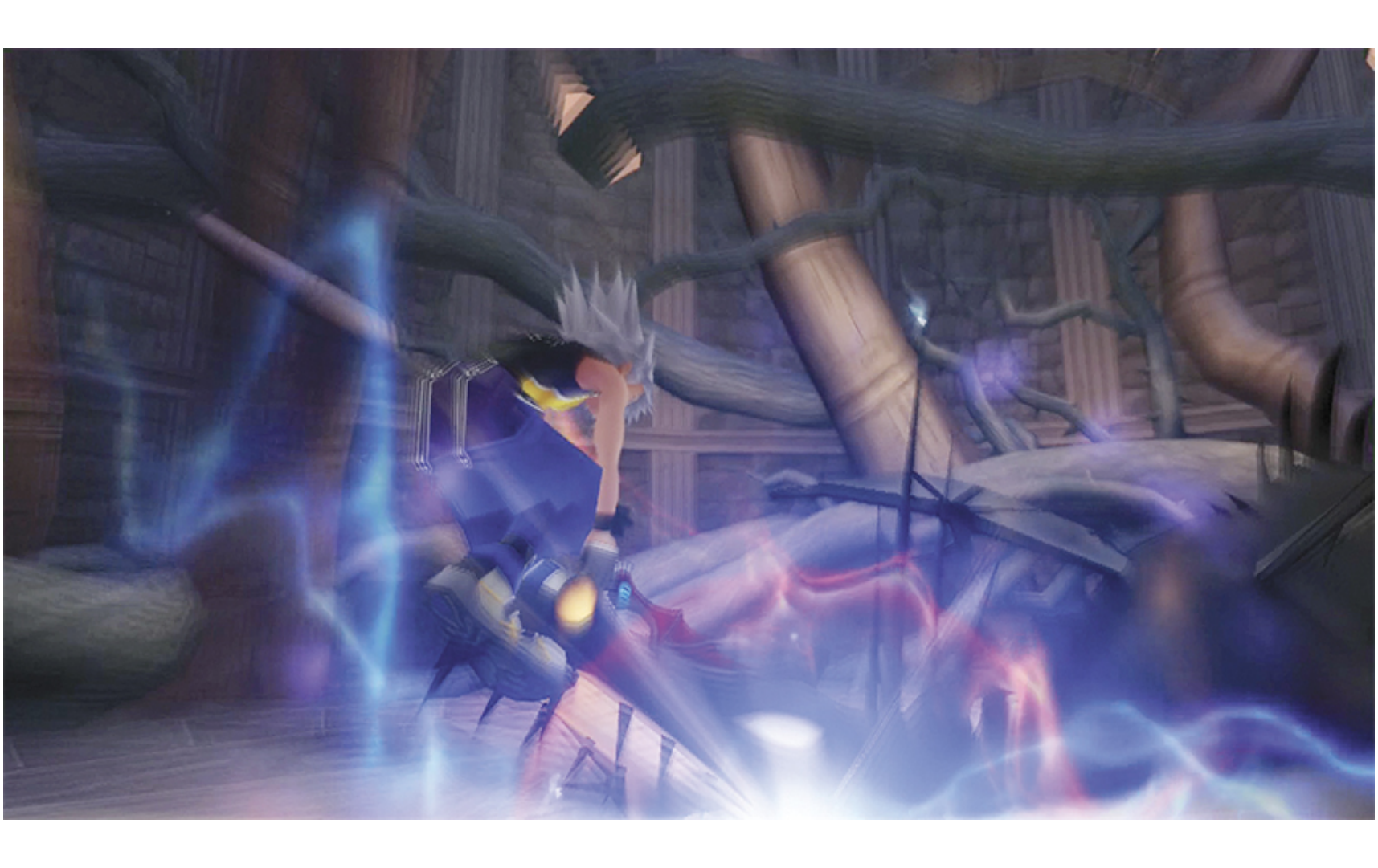
Riku's Battle Cards deck cannot be edited unfortunately, however he does acquire new and improved Attack Cards as the story progresses.


LEVEL UP
BONUS NO. 1
HP Boost
Raise Riku's HP.
BONUS NO.2
Attack Boost
Raise Riku's AP.
BONUS NO.3
Darkness Boost
Raise Riku's DP.
LEVEL 4
Max HP 95 → 110
AP 11
Max DP 8
EXP 147
Next Level 78
Choose your bonus!

Tip

Increasing Riku's HP in the beginning is just as good of a strategy as it was with Sora, because Riku is plenty strong at this early stage of the game. He may even be overpowered, but it doesn't feel cheap. It feels empowering and so refreshingly sweet to send a barrage of slashes at groups of enemies and see them fall in quick succession.

D Mode



As with Sora and his new Sleights only becoming available to learn at certain times, this is also true with Riku, except that Attack and DP bonuses trade off availability. While boosting Riku's sword attack is amazing, DP increases are just as beautiful. Riku has a intensely and visually ferocious battle mode called Dark Mode, or D Mode for short. This is where increasing DP becomes very useful.

Note

D Mode is not available at the start of the game. Once Riku comes face to face with Ansem, the dark power will be awakened inside him.

30 D D•POINT
HP
Cyclone Snatch
CARDS 14

Once Riku is taught D Mode by Ansem, a new gauge appears next to Riku's health bar while in battle. Fill up this Dark Mode gauge as often as possible to get the full effect of this intense power up. To fill the gauge, you need to break enemies' attacks with your Attack Cards with a higher Card Value. Every move you break adds more DP to the gauge. Once it fills to max, Riku transforms into D Mode.

Riku's appearance changes, his attack strength and speed increase, and his already powerful Sleights become more dangerous.

16 D D•POINT
HP
RESIST
CARDS 00

Swinging away in this mode is so satisfyingly powerful that it encourages you to stay on the offensive for as long as the mode lasts. Riku can break powerful boss moves with ease by delivering some slashes of his own. It is still good to remember to dodge attacks as much as possible, however.

00 D•POINT
HP
CARDS 12
01 RELOADS
Random Values

If the enemy causes enough damage to Riku or breaks your moves, D Mode will be canceled and Riku returns to normal.

Note

Going back to normal Riku is still not a bad thing, since even normal Riku is still a terrifying opponent.

Dark Sleights

Riku has access to four incredibly powerful Sleights while in D Mode. You get a preview of their awesome powers when facing the Riku Replica during Sora's Story. These Dark Sleights are:

11 D D•POINT 1
Dark Aura
CARDS 10
02 RELOADS
Incrementor

- Dark Aura: A powerful move where Riku flies back and forth across the screen, sword held straight ahead, and hits the enemy several times.

20 D D•POINT
Dark Break
HP
Firagaball 13
CARDS 18
01 RELOADS
Fire Boost

- Dark Break: Riku jumps straight up and slams down sword first on an enemy's cranium. This move is pretty weak by itself, however if i is pressed just as impact is made, Riku can perform this a few extra times.

20 D D•POINT
Dark Firaga
HP
EXP + 120
CARDS 10

- Dark Firaga: This is the first Sleight to be used, and by far it is consistently powerful and almost always reliable. Riku winds way back and charges a ball of dark fire in his hand. He then releases the blast, which also acts as a homing missile that follows the enemy.

13 D D•POINT
Inverse Burst
HP
Helm Split 13
CARDS 22

- Inverse Burst: With the help of King Mickey, the two heroes stand back to back and begin to float around in a circle, spinning around and firing dark energy blasts around the battle arena and hitting multiple targets.

30 D D•POINT
HP
Dark Punisher 9
RESIST
CARDS 00

Another difference between Sora and Riku is that Riku remains with only one friend, King Mickey, throughout the entire game. When used, King Mickey can heal Riku, reload Riku's deck, and stun the enemy at the same time.

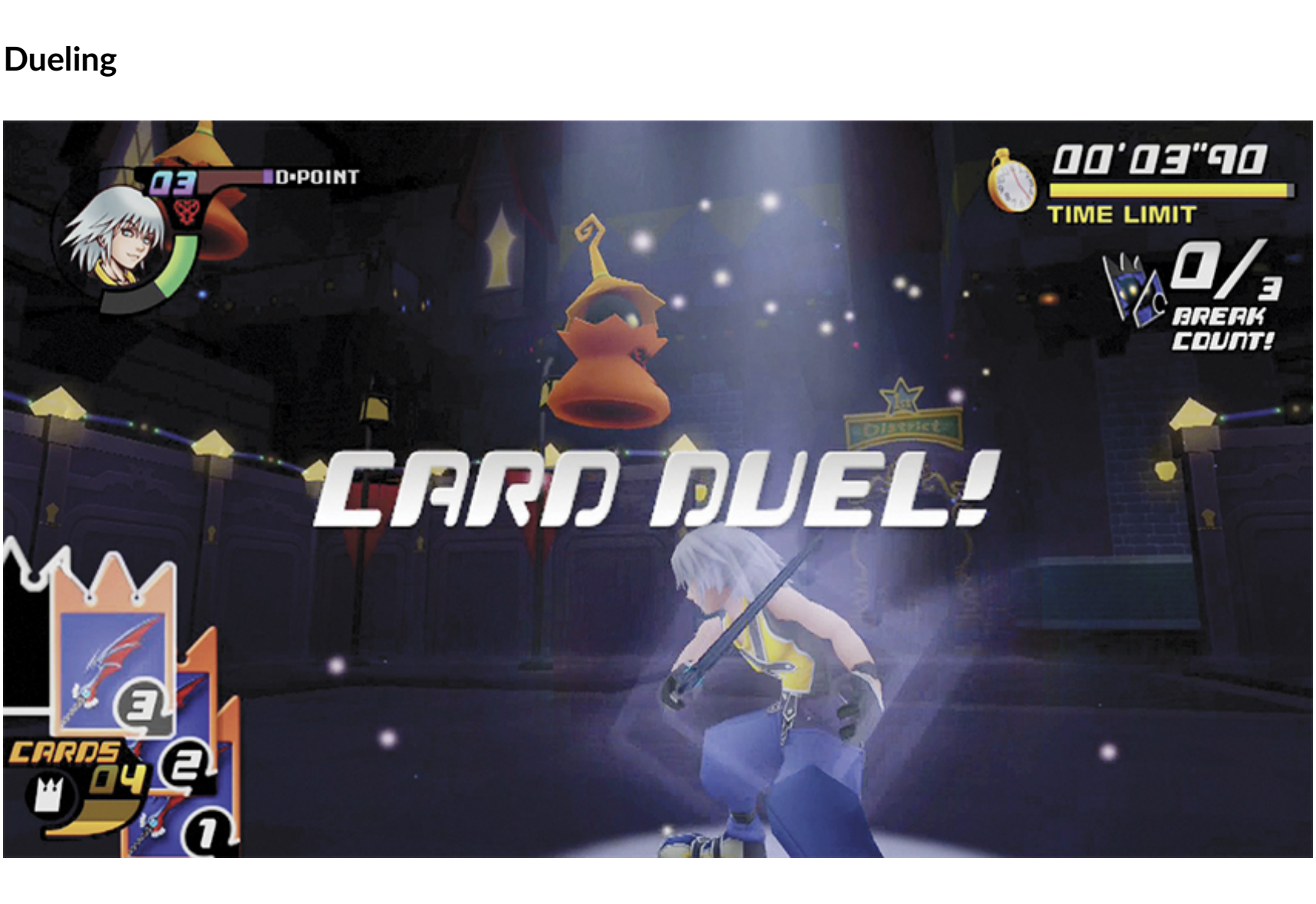
Tip

While King Mickey can reload Riku's Battle Card deck, Riku doesn't really need much help, since he does not have to spend precious time reloading as Sora does. By selecting the single solid black card at the end of the deck, the cards are instantly reloaded he is back in the fight.

Caution

Riku has very limited ways of healing himself—the help of King Mickey and the Oogie Boogie and Search Ghost Enemy Cards—so use these cards sparingly!

Dueling


03 D•POINT
00'03"90
TIME LIMIT
0/3 BREAK COUNT!
CARD DUEL!
CARDS 04

Last but not least, Riku can participate in Duels with the enemy. If you time your attacks right and use a card with an equal Card Value as the enemy, a Duel can be performed. To win the Duel, you must successfully overpower the enemy's Card Value in its deck by rapidly pressing the attack button to break cards quickly.

11 D D•POINT 1
Dark Aura
CARDS 10
02 RELOADS
Incrementor

If the Duel is successful, Riku can perform some awe-inspiring and downright wince-inducing Sleights that can be so cool that you feel embarrassed for the bad guy.

Tip

Dueling while in D Mode is even more incredible and is something to try for during every boss battle to help ensure victory.

Characters

The Heroes of Light

Sora

The main protagonist in the Kingdom Hearts series and the wielder of the legendary Keyblade. While sometimes quick to anger, Sora can be very competitive and often starts fights for the sheer challenge of it. Maybe it is an attempt to prove to others, or himself, that he is truly worthy of the Keyblade? While he may appear a bit daft on the outside, Sora is very genuine and a constant defender of justice. His two best friends are Riku and Kairi, however Sora begins this story traveling with Donald and Goofy in search of Riku and King Mickey after the events that unfolded in the previous Kingdom Hearts game. Along with Jiminy Cricket, the four of them are led by a mysteriously cloaked man to Castle Oblivion, which begins the story of Chain of Memories.

Riku

Riku is Sora's best friend along with Kairi, and the three once lived on Destiny Islands peacefully, until the events of the original Kingdom Hearts fractured the trio's natural friendship. Being skilled Keyblade wielders and on their way to becoming masters, Riku and Sora were constantly trying to outdo one another, oftentimes leading to some intense conflicts. After Riku's choice to apprentice under Maleficent in the previous title, darkness has followed him ever since, making it increasingly difficult to stay on the side of Light. Even though Riku played with darkness and was fooled by Ansem regarding the promise of unlimited dark strength, Riku rejected the darkness. He and King Mickey sacrificed themselves to close the door to Kingdom Hearts. Riku begins his story of Reverse/Rebirth as a warrior of darkness, now fighting for the side of Light, floating in the darkness that he and King Mickey were locked in. Riku is intent on getting back to his friends to mend the pain he caused.

King Mickey

Usually called simply, "Your Highness", King Mickey is the ruler of Disney Castle. King Mickey, Donald Duck, and Goofy are the three main recurring Disney characters in the Kingdom Hearts series. Mickey is also a Keyblade wielder, and was personally chosen to rule the realm of Darkness. Seems odd, since he has always had a warm smile and a lighthearted chuckle. King Mickey is incredibly powerful however, wielding a strength that few come close to achieving. King Mickey is the voice of wisdom and always knows what to do, bringing a calming presence to the group. King Mickey used to be the biggest advocate of extinguishing all darkness, although through his time with Riku, he has come to realize that the light and dark have a symbiotic relationship—one side cannot survive without the other. King Mickey supports Riku in battle as a Friend Card, and fires powerful energy balls at multiple enemies while back to back with Riku.

Donald Duck

Even in his classic sailor suit and hat, Donald Duck is moody, bad tempered, and easily angered. Donald is also surprisingly brave and loyal. He never backs down from a fight regardless of the size, especially when a friend of his is in danger. Donald Duck is the court wizard of Disney Castle and one of the main recurring Disney characters. He travels with Sora, Goofy, and Jiminy Cricket, looking for King Mickey when a strange man in a dark cloak led them to Castle Oblivion. Let's hope he can calm himself down and let his powerful mage staff do the talking. Donald does not fight as a constant companion unfortunately, but can be summoned to help Sora in battle as a Friend Card. Donald can attack with powerful magic, or heal Sora in the heat of battle.

Goofy

It seems odd that Goofy, with his peaceful and simple-minded temperament, would be the Captain of Disney Castle's Royal Knights. Goofy is quite prone to injury and accident, and does personal harm to himself and others many times a day. But that is not why he chooses to carry a shield instead of a weapon, although that would be a wise decree from the King. No, Goofy does not carry a weapon because he does not like violence. As the game begins, starting with Sora's Story, Goofy is traveling with Sora and the gang to find King Mickey and Riku. He helps Sora in battle as a Friend Card, and when called in for assistance, he twirls around and pummels any foe near Sora with his shield.

Jiminy Cricket

Jiminy has taken a bit of a break from being Pinocchio's conscience, and for good reason since the wooden boy is stuck in a whale and is a bit of a compulsive liar. Jiminy is another recurring Disney character straight from Disney Castle, on leave from his royal record-keeping duties to travel with Sora, Goofy, and Donald Duck to find King Mickey and Riku. Jiminy is older and wiser than most of the other characters, and remains the voice of reason. He ultimately keeps the group (especially Sora) on the straight and narrow. The cricket can't help but counsel others—he is an official conscience after all. Jiminy records journal entries in the game, which act as a hub for descriptions and information. Just don't offend the Master Cricket by calling his journal a diary.

Kairi

While Kairi plays an incredibly small part in this entry of the series, it would be a crime not to mention her here. Kairi is one of the three original main characters with Sora and Riku and is the original persona of Naminé. A chilling turn of events left her home world, Destiny Islands, devastated by an unknown evil. Kairi fell into despair, causing her heart to disappear. Oddly enough, it then reappears within Sora, as hearts are often wont to do. Soon after, Kairi is taken captive by Heartless and led away. Sora and Riku set out to find her, when Sora runs into a bit of trouble after being turned into a Heartless. It was an incredible coincidence, however, that Kairi was in fact a princess. Not just any random princess, but one with the power to unlock the secret Keyhole within Sora. Furthermore, Sora was restored to his usual self, with an addition of a heart. Sora and Riku successfully saved Kairi, who now awaits her friends' return back on Destiny Islands.

Characters

Those Who Dwell Inside Castle Oblivion

Naminé

The Nobody form of Kairi wields the power to alter memories, a super power based around playing with people's emotions. Naminé was made after Sora sacrifices himself by purposefully impaling himself on Ansem's Keyblade Replica. This act fortunately returned Kairi's heart to her. Naminé, created by Kairi's heart and Sora's body and soul, does not retain any of Kairi's memories, which makes her an enigma. The nature of her birth technically makes her a Nobody...and yet she is not just a Nobody form. Because of this, Kairi and Naminé never feel complete without one another. Similarly, she was created by major pieces of Sora as well, explaining why she can play with Sora's memories so easily. Also, because she can control his memories, anyone who he remembers, be it friends or enemies, can be controlled and betrayed by their own memories as well. This personality trait worked against her however, ensuring that she could never leave the Realm of Light.

Riku Replica

This carbon copy of the real Riku was created by Riku's battle data, taken from him when Vexen of the Organization tricked Riku into doing battle with him. In the beginning, the fake's purpose was to tempt Riku. The goal was to play to Riku's personal faults so that he would mess up and become weak again, making it easier for Riku to reach inward for the power of darkness. Vexen later changes the replica's directives—this time to control Sora with the help of Naminé, and becoming Marluxia's puppet. The Organization's need for a Keyblade Wielder is great, and would be invaluable when taking over the Organization for themselves. The imitation Riku becomes distressed when he realizes that his memories are not even his own, and that everything about him has been borrowed from someone else—even his heart. The fake Riku becomes half crazed, and then runs off to look for a heart of his own.

Vexen

The scholar and scientist of the Organization, and highest ranking Organization member of Castle Oblivion, achieving the rank of six. Vexen was one of the founding members of the Organization, along with Lexaeus and Zexion. Vexen planned to overthrow the Organization by helping Marluxia control Sora and do the hard work for him and the rest of his conspirators. Genius can often lead to insanity, and Vexen had become quite the sadist of the group, creating a replica of Riku and mercilessly controlling, using, and ultimately throwing away his creation without any regard. In battle, he was a coward, using a shield to constantly try and hide from a real fight, while simultaneously taking pot shots with his Ice magic—the element that he fully controls.

Lexaeus

Known as the Silent Hero, Lexaeus is fifth in rank, as well as one of the founding members of the Organization. He controls the element of Earth, and with it creates some of the most devastatingly powerful attacks. He wields a gigantic axe sword, Skysplitter, and utilizes his tank-like strength to beat foes into the ground...literally. Lexaeus appears during Riku's Reverse/Rebirth story and is partners with Zexion, who both plan to control Riku by turning him back to darkness.

Zexion

Another founding member of the Organization, Zexion is one of the antagonists in the Riku storyline. He is spying on Marluxia with Lexaeus and Vexen, as an internal struggle exists between the veteran and newer members of the Organization. Zexion is a schemer and does not battle often because of his highly powerful and intellectual brain. Zexion also has a power to sense others' powers from long distances. While he does not use a weapon per se, he instead uses a book called the Lexicon. He can also manipulate what people see, thus creating several false versions of himself to confuse others when he does battle.

Larxene

The only female member of the Organization, and by far the most sadistic of the members. Larxene wields electrified throwing knives that appear beneath her sleeves. She uses them furiously, slashing at her enemy with a frenzy of quick attacks. Larxene uses high-powered lightning magic, which she controls with ease. She is quick, powerful, manipulative, and ultimately merciless. She is one of the members stationed in Castle Oblivion and is in a power struggle against the veteran members. She is allied with Marluxia, although she briefly spends time with Naminé, only to torment her for fun, while sometimes mixing it up with a little abuse.

Axel

While Axel is a powerful member of the Organization, as well as a cunning fighter and tactician, he is not trusted by his fellow members, or Sora and the gang for that matter. Axel plays by his own agenda, only stopping to help others if it works into his manipulations. Axel seems to have his own secret orders from higher up the chain of command, although nobody has a clue what his plans are because of Axel's silent and patient personality. Axel is a bit of a pyromaniac, and fittingly controls Fire, along with two identical chakrams. By lighting them ablaze, his weapons' hitting power becomes increased dramatically, allowing Axel to attack with intense ferocity.

Marluxia

This pink loving Organization member is the leader of the younger group. Along with Larxene, he intends to overthrow the older members and usurp the Organization by force, along with Sora and his powerful Keyblade. Marluxia wields a gigantic scythe and attacks with the power of...roses? Anyway, Marluxia becomes the main antagonist and final boss battle in Sora's Story. He does not trust Axel, and understands that Axel is there to find out his plans to use Sora as his puppet, along with Naminé's powers, and take control of the Organization.

Ansem

The Seeker of Darkness is Xehanort's Heartless and once the master over Riku, his very skilled apprentice in the dark ways. He also closely resembles a younger Master Xehanort, which seems odd. Ansem was a bit...strange in his methods, and at one point willingly removed his own heart before completely accepting and letting in the darkness. Ansem was the main antagonist in the first Kingdom Hearts, and again in Riku's Reverse/Rebirth storyline. He continues to relentlessly convince Riku to become one with him again.

DiZ

The elderly gentleman is known to some as DiZ, while he is also known as Ansem the Wise to others. Ansem the Wise was a researcher and spent long periods of time learning about the darkness and how to protect the ones he cares about from it. Even though Ansem the Wise wanted to learn about Heartless and the darkness, he grew fearful that his work would disrupt the natural order of light and dark by possibly destroying his entire world. He discovered that the darkness can only exist if the Light does too. His once trusted apprentice Xehanort, with an uncanny similarity to Dark Ansem, betrayed Ansem the Wise and stole his life's work. Ansem the Wise, bent and twisted with vengeance, traveled the world as DiZ, until he came across a boy named Riku. During this time, DiZ decided to watch Riku's actions from afar, choosing to only speak to him in the guise of Dark Ansem. After DiZ witnessed Riku sacrifice himself for someone he loved DiZ, or Ansem the Wise, grew a change of heart.

Appendix

Card Index

Attack Cards

Note

When no room is noted, the location listed is the world with the highest probability of the card being found. Treasure chests, destructible scenery, and Moogles in that world are the most likely areas to acquire the card.

Icon	Name	Location	Description	Strike:	Thrust:	Combo Finish:	Element:	Break Recovery:	Required CP:	CP Cost: 0	CP Cos 1
	Kingdom Key	Default Keyblade	Not very powerful, but reliable and easy to handle.	D+	D+	D+	Physical	B	★	19	10
	Three Wishes	Agrabah	Delivers powerful combo finishes.	C+	D+	B	Physical	B	A	24	15
	Crabclaw	Atlantica	Easy to handle with a very quick recovery after card breaks.	C	C	B+	Physical	★	B	38	20
	Pumpkinhead	Halloween Town	Easy to handle with a quick recovery after card breaks.	C+	C+	D+	Physical	A	A	24	15
	Fairy Harp	Neverland	Easy to handle with a quick recovery after card breaks.	C+	C+	C	Physical	★	B	38	20
	Wishing Star	Monstro	Not very powerful, but very easy to handle.	C	C	D+	Physical	A	A	24	15
	Spellbinder	100 Acre Wood (Present from Owl)	A special Attack Card with lightning-based attacks.	D+	A	D+	Lightning	A	B	38	20
	Metal Chocobo	Olympus Coliseum (Room of Rewards)	A special Attack Card that can break through physical defenses.	C+	C+	B+	Neutral	B	B	38	20
	Olympia	Olympus Coliseum	Powerful with a quick recovery after card breaks.	C+	D+	B	Physical	A	A	24	15
	Lionheart	Traverse Town (Room of Rewards)	A special Attack Card with fire-based attacks.	B	B	B	Fire	A	B	38	20
	Lady Luck	Wonderland	A balanced weapon that is easy to handle.	C+	C+	D	Physical	B	A	24	15
	Divine Rose	Hollow Bastion	Delivers powerful strikes, but slow to recover from card breaks.	A	D+	C	Physical	C	B	38	20
	Oathkeeper	Destiny Islands (Defeat Darkside)	A well-balanced weapon with a very powerful thrust.	B	★	B+	Physical	B	C	43	25
	Oblivion	Castle Oblivion (Defeat Larxene in the 12F Exit Hall)	A special Attack Card that can break through physical defenses. First class strength.	A	A	D	Neutral	A	C	43	25
	Ultima Weapon	–	The strongest Attack Card to be found.	★	★	A	Physical	B	D	57	30
	Diamond Dust	–	A special Attack Card with ice-based attacks. Powerful and the easiest to handle.	B+	B+	B	Ice	★	C	43	25
	One-Winged Angel	–	A special Attack Card with fire-based attacks. Exceptional combo finish.	C	C	★	Fire	C	C	43	25
	Star Seeker	Castle Oblivion (Complete Riku's Story; found by Sora in Room of Rewards).	An Attack Card with a powerful combo finish and the shortest recovery time from card breaks.	C	D+	B+	Physical	★	A	24	15
	Total Eclipse	–	A special Attack Card that can break through physical defenses. Takes time to recover from card breaks.	D+	B	B+	Neutral	C	B	38	20
	Midnight Roar	–	A well-balanced weapon with a powerful thrust and a short recovery time from card breaks.	C+	A	D	Physical	A	B	38	20
	Maverick Flare	–	An Attack Card with weak strikes but powerful combo finishes.	D+	C+	B+	Physical	A	B	38	20
	Two Become One	–	A weapon with a powerful thrust and combo finish.	B+	B+	B+	Physical	B	B	38	20
	Bond of Flame	Halloween Town (Complete Riku's Story; found by Sora in Room of Rewards).	A special Attack Card with fire-based attacks. Delivers exceptionally powerful strikes.		C+	B	Fire	B	C	43	25

Magic Cards

Note

Only Sora can use Magic Cards.

Icon	Name	Location	Description	CP Cost: 0	CP Cost: 1	CP Cost: 2	CP Cost: 3	CP Cost: 4	CP Cost: 5	CP Cost: 6	CP Cost: 7	CP Cost: 8	CP Co 9
	Fire	Castle Oblivion (Defeat Axel in 1F Exit Hall.)	Magic that deals fire damage. Stock two cards for Fira and three cards for Firaga.	24	15	16	17	18	19	20	21	22	23
	Blizzard	Traverse Town (Complete Tutorial.)	Magic that deals ice damage. Stock two cards for Blizzara and three cards for Blizzaga.	24	15	16	17	18	19	20	21	22	23
	Thunder	Castle Oblivion (Defeat Larxene in 6F Exit Hall.)	Magic that deals lightning damage. Stock two cards for Thundara and three cards for Thundaga.	24	15	16	17	18	19	20	21	22	23
	Cure	Default Card	Magic that restores HP. Stock two cards for Cura and three cards for Curaga.	43	25	27	29	31	33	35	37	39	41
	Gravity	Agrabah (Calm Bounty)	Deals damage relative to the enemies' remaining HP. Stock two cards for Gravira and three cards for Graviga.	38	20	22	24	26	28	30	32	34	36
	Stop	Wonderland (Calm Bounty)	Magic that halts enemy movement for a set time period. Stock two cards for Stopra and three cards for Stopga.	38	20	22	24	26	28	30	32	34	36
	Aero	Castle Oblivion (Defeat Riku in 7F Exit Hall.)	Magic that blows away nearby enemies and inflicts damage. Stock two cards for Aerora and three cards for Aeroga.	38	20	22	24	26	28	30	32	34	36

Summon Cards

Icon	Name	Location	Description	CP Cost: 0	CP Cost: 1	CP Cost: 2	CP Cost: 3	CP Cost: 4	CP Cost: 5	CP Cost: 6	CP Cost: 7	CP Cost: 8	CP Co 9
	Simba	Traverse Town (Key of Beginnings)	Simba lets out a mighty roar that deals damage to enemies in front of him. Stock more than one and his roar will also stun enemies.	38	20	22	24	26	28	30	32	34	36
	Genie	Agrabah (Key of Truth)	Genie casts Thundara, Gravira, or Stopra. Stock more than one and Genie will cast multiple spells.	38	20	22	24	26	28	30	32	34	36
	Bambi	100 Acre Wood (Fields Room)	Bambi bounds around and drops HP orbs. Stock more than one to boost the effect.	38	20	22	24	26	28	30	32	34	36
	Dumbo	Monstro (Key of Truth)	Dumbo douses enemies with water over a set time period, dealing ice damage. Stock more than one to prolong the attack.	38	20	22	24	26	28	30	32	34	36
	Tinker Bell	Neverland (Key of Truth)	Tinker Bell restores HP over a set time period. Consecutive taps on (▲) will increase the amount of HP recovery. Stock more than one to boost the effect.	38	20	22	24	26	28	30	32	34	36
	Mushu	Hollow Bastion (Key of Rewards)	Mushu breathes fire at the enemy, dealing fire damage. Stock more than one to prolong the attack.	43	25	27	29	31	33	35	37	39	41
	Cloud	Olympus Coliseum (Key of Truth)	Cloud unleashes two successive sword attacks. Stock two cards to use Cross-slash and three cards to use Omnislash.	43	25	27	29	31	33	35	37	39	41

Item Cards

Icon	Name	Location	Description	CP Cost: 0	CP Cost: 1	CP Cost: 2	CP Cost: 3	CP Cost: 4	CP Cost: 5	CP Cost: 6	CP Cost: 7	CP Cost: 8	CP Co 9
	Potion	Default	Quickly reloads Attack Cards with no charge time required. It does not work on cards that cannot be reloaded.	57	30	33	36	39	42	45	48	51	54
	Hi-Potion	Olympus Coliseum (Key of Guidance)	Quickly reloads Attack Cards with no charge time required. Even normally unreloadable cards are restored.	76	40	44	48	52	56	60	64	68	72
	Mega-Potion	–	Quickly reloads Attack Cards with no charge time and resets the reload counter. Even normally unreloadable cards are restored.	81	45	49	53	57	61	65	69	73	77
	Ether	Agrabah (Key of Guidance)	Quickly reloads Magic Cards with no charge time required. It does not work on cards that cannot be reloaded.	38	20	22	24	26	28	30	32	34	36
	Mega-Ether	100 Acre Wood (Whirlwind Plunge minigame)	Quickly reloads Magic Cards with no charge time and resets the reload counter. Even normally unreloadable cards are restored.	62	35	38	41	44	47	50	53	56	59
	Elixir	100 Acre Wood (Bumble-Rumble minigame)	Quickly reloads Attack Cards and Magic Cards, including normally unreloadable cards.	81	45	49	53	57	61	65	69	73	77
	Megalixir	Destiny Islands (Key of Rewards)	Quickly reloads Attack Cards and Magic Cards including normally unreloadable cards. The reload counter is also reset.	95	50	55	60	65	70	75	80	85	90

Friend Cards

Icon	Name	Location	Description
	Donald	Default	Donald randomly casts two spells from Fire, Blizzard, Thunder, or Cure. Stock more than one to power up Donald's magic.
	Goofy	Default	Goofy attacks the enemy as he spins around Sora. Stock more than one for more power and duration.
	Aladdin	Agrabah	Aladdin runs around while swinging his sword, producing Moogle Point orbs. Stock more than one to stun enemies and produce more Moogle Point orbs.
	Ariel	Atlantica	Ariel whirls across the field, striking many enemies. Stock more than one for multiple strikes.
	Jack	Halloween Town	Jack casts Fire, Blizzard, Thunder, or Gravity. Stock more than one and Jack will cast multiple, more powerful spells.
	Peter Pan	Neverland	Peter Pan attacks with his dagger. Quick taps on (▲) speed up attacks and produce Moogle Point orbs. Stock more than one for more power and duration.
	The Beast	Hollow Bastion	The Beast knocks enemies towards Sora. Sora can then knock the enemies back to the Beast. Stock more than one for multiple strikes.
	Pluto	Every World*	Pluto digs up cards and orbs from the ground. Stock more than one for better items.
	The King**	B12F Exit Hall	The King restores HP, stuns and deals damage to all enemies, and reloads cards.

*Pluto's appearances are randomized. To increase your chances of his card appearing, use a small deck and deplete your card supply quickly during combat and avoid recovery.

**The King only appears during Riku's Story and is his only Friend Card.

Enemy Cards

Note

Standard Enemy Cards are received at random from combat. To increase your chances of receiving a specific enemy's card, wait to defeat them last when engaging in combat.

Icon	Name	Effect	Description	Stats Limit:	Availability Sora:	Availability Riku:	CP Cost 1:	Moogle Points (Trade Value) 1:
	Shadow	Incrementor	Increases the value of all cards by 1.	2 Reloads	Yes	Yes	25	16
	Soldier	Combo Plus	Adds an extra hit to normal combos.	3 Reloads	Yes	No	15	10
	Large Body	Guard	Deflects frontal physical attacks and completely nullifies damage.	1 Reload	Yes	Yes	40	26
	Red Nocturne	Fire Boost	Increases the strength of Fire-based abilities.	1 Reload	Yes	No	20	12
	Blue Rhapsody	Blizzard Boost	Increases the strength of Ice-based abilities.	1 Reload	Yes	No	20	12
	Yellow Opera	Thunder Boost	Increases the strength of Lightning-based abilities.	1 Reload	Yes	No	20	12
	Green Requiem	Cure Boost	Increases the potency of Healing abilities.	1 Reload	Yes	No	20	12
	Powerwild	Retrograde	Reverses the values of all cards. 1 becomes 9, 2 becomes 8, etc. Cards with a value of 0 are not affected.	1 Reload	Yes	No	30	20
	Bouncywild	Draw	Attracts fallen cards and items for easy retrieval.	5 Reloads	Yes	No	10	6
	Air Soldier	Reload Kinesis	Allows reloads while in motion.	3 Reloads	Yes	No	30	20
	Bandit	Combo Finish	Makes the first strike as powerful as a combo finish.	1 Reload	Yes	No	30	20
	Fat Bandit	Back Attack	Deals more damage when striking enemies from behind.	2 Reloads	Yes	Yes	40	26
	Barrel Spider	Quickload	Reloads cards instantly.	3 Reloads	Yes	No	30	20
	Search Ghost	Drain	Absorbs enemy HP when striking with Attack Cards, but enemies will drop fewer items.	1 Reload	Yes	Yes	35	22
	Sea Neon	Random Values	Randomizes the values of cards you use.	1 Reload	Yes	Yes	20	12
	Screwdiver	Decrementor	Decreases the values of all cards by 1.	1 Reload	Yes	No	15	10
	Aquatank	Auto-Reload	Automatically reloads cards when they run out.	1 Reload	Yes	No	30	20
	Wight Knight	Float	Alters gravity to boost jumping ability.	3 Reloads	Yes	Yes	15	10
	Gargoyle	Vanish	Makes you invisible and reduces your chances of being hit.	1 Reload	Yes	No	30	20
	Pirate	All Zeros	Changes the values of all cards to 0.	1 Reload	Yes	Yes	30	20
	Air Pirate	Item Bracer	Stops enemies from breaking Item Cards you use.	3 Reloads	Yes	No	30	20
	Defender	Protect	Decreases damage from physical attacks by the enemy. Magical attacks do normal damage.	1 Reload	Yes	Yes	30	20
	Darkball	Duel Trigger	Activates duels no matter the value.	1 Reload	No	Yes	n/a	n/a
	Wyvern	Reload Lock	Stops the reload counter from counting reloads.	1 Reload	Yes	No	20	12
	Wizard	Magic Boost	Disables use of Summon Cards to power up Magic Cards.	1 Reload	Yes	No	30	20
	Neoshadow	Bio	Causes enemies' HP to gradually drop.	1 Reload	Yes	No	30	20
	White Mushroom	Hyper Healing	Restores some HP every time you use a Friend Card.	3 Reloads	Yes	No	40	26
	Black Fungus	Random Flush	Activates a random Enemy Card effect.	1 Reload	Yes	No	40	26
	Creeper Plant	Leaf Bracer	Stops enemies from breaking Cure abilities you use.	1 Reload	Yes	No	35	22
	Tornado Step	Reload Haste	Subtracts 2 from the reload counter.	2 Reloads	Yes	No	30	20
	Crescendo	Summon Boost	Disables use of Magic Cards to power up Summon Cards.	1 Reload	Yes	No	30	20

Enemy Cards - Unique

Note

Unique Enemy Cards are only obtainable at specific locations within the game.

Icon	Name	Effect	Description	Stats Limit:	Availability Sora:	Availability Riku:	CP Cost 1:	Moogle Points (Trade Value) 1:	Acquired
	Guard Armor	Wide Attack	Slightly extends the range of Attack Cards.	30 Attacks	Yes	Yes	30	n/a	Traverse Town
	Parasite Cage	Dispel	Nullifies an opponent's Enemy Card without fail. Nothing happens if your opponent has no Enemy Card in play.	1 Use	Yes	Yes	60	n/a	Monstro
	Trickmaster	Value Break	Decreases value of the Enemy's Card when your card is broken.	10 Card Breaks	Yes	Yes	25	n/a	Wonderland
	Darkside	Mimic	Copies the Enemy Card your opponent is using. Nothing happens if your opponent has no Enemy Card in play.	1 Use	Yes	Yes	99	n/a	Destiny Islands
	Card Soldier	Attack Haste	Increases the speed of Attack Cards.	30 Attacks	Yes	No	55	n/a	Wonderland
	Hades	Berserk	Boosts the power of Attack Cards when low on HP (when the gauge is flashing red). Resistant to fire, but stunned by ice.	30 Attacks	Yes	Yes	40	n/a	Olympus Coliseum
	Jafar-Genie	Attack Bracer	Stops enemies from breaking Attack Cards you use.	20 Attacks	Yes	Yes	65	n/a	Agrabah
	Oogie Boogie	Regen	Gradually restores HP. HP returns more quickly when low.	10 Uses	Yes	Yes	40	n/a	Halloween Town
	Ursula	Shell	Halves the damage from enemies' magic attacks.	5 Hits Taken	Yes	Yes	50	n/a	Atlantica
	Hook	Second Chance	Retains 1 HP after a critical hit, provided you have 2 or more HP left. Resistant to lightning, but stunned by fire.	3 Uses	Yes	Yes	35	n/a	Neverland
	Dragon Maleficent	Overdrive	Sacrifices reload speed to power up Attack Cards.	30 Attacks	Yes	Yes	70	n/a	Hollow Bastion
	Riku Replica	Sleight Look	Keeps cards used in Sleights available for reloading. Resistant to fire, ice, and lightning.	5 Sleights	Yes	No	80	n/a	Defeat Riku (12F Exit Hall)
	Axel	Quick Recovery	Allows use of cards even while staggering from damage. Immune to fire, but stunned by ice.	10 Hits Taken	Yes	No	75	n/a	Castle Oblivion (Key of Beginnings)
	Larxene	Dash	Increases running speed. Immune to lightning, but weak against special attacks.	15 Cards	Yes	No	65	n/a	Defeat Larxene (12F Exit Hall)
	Vexen	Auto-Life	Revives you automatically when your HP reaches 0. Only a small amount of HP is restored. Immune to ice, but stunned by fire.	1 Use	Yes	No	60	n/a	Twilight Town
	Marluxia	Double Sleight	Use stocked cards and Sleights twice in a row. Resistant to fire, ice, lightning, and special attacks, but weak against physical attacks.	3 Sleights	Yes	No	99	n/a	Castle Oblivion
	Lexaeus	Warp Break	Obliterate enemies with the finishing blow of a combo with a high success rate. Immune to ice, and resistant to physical attacks, but weak against special attacks.	50 Attacks	Yes	Yes	99	n/a	Sora: Complete Riku's Story; found in Castle Oblivion (Calm Bounty) - Riku: Defeat Lexaeus (B4F Exit Hall)
	Ansem	Sleightblind	Grants Sora resistance to fire, ice, and lightning.	10 Sleights	Yes	No	40	n/a	Complete Riku's Story; found by Sora in Twilight Town (Calm Bounty).
	Zexion	Confu-Strike	Causes attacks to confuse enemies at a certain rate. Resistant to fire, ice, lightning, and special attacks.	50 Attacks	Yes	Yes	65	n/a	Sora: Complete Riku's Story; found in Destiny Islands (Calm Bounty) - Riku: Defeat Zexion in Destiny Islands.
	Xemnas	Quick Barrier	When receiving consecutive attacks, guards beyond the second strike. Resistant to fire, ice, lightning, and special attacks.	3 Reloads	Yes	No	65	n/a	Complete Riku's Story; found by Sora in Wonderland (Key of Rewards).
	Xigbar	Shot Charge	Powers up missile attacks such as Strike Raid and Fire. Resistant to fire, ice, lightning, and special attacks.	2 Reloads	Yes	No	80	n/a	Complete Riku's Story; found by Sora in Hollow Bastion (Key of Rewards).
	Xaldin	Aero Guard	Activates Aero for a set time, inflicting damage to enemies who touch it. Resistant to fire, ice, lightning, and special attacks.	3 Hits Taken	Yes	No	65	n/a	Complete Riku's Story; found by Sora in Monstro (Key of Rewards).
	Saix	Combo Boost	Boosts power with every strike with an Attack card. Returns to normal when a card is broken. Resistant to fire, ice, lightning, and special attacks.	20 Attacks	Yes	No	80	n/a	Complete Riku's Story; found by Sora in Traverse Town (Key of Rewards).
	Demyx	Water Charge	Dramatically boosts power of ice-based attacks, such as Aqua Splash and Blizzard. Immune to ice, and resistant to lightning and special attacks.	2 Reloads	Yes	No	80	n/a	Complete Riku's Story; found by Sora in Atlantica (Key of Rewards).
	Luxord	Omni Break	Breaks enemy's card no matter what the value. Resistant to fire, ice, lightning, and special attacks.	15 Uses	Yes	No	99	n/a	Complete Riku's Story; found by Sora in Agrabah (Key of Rewards).
	Roxas	Double Strike	Doubles the damage dealt by an Attack card.	20 Attacks	Yes	No	99	n/a	Complete Riku's Story; found by Sora in Twilight Town (Key of Rewards).

Map Cards

Red Cards

Icon	Card	Description	Heartless	Room Size
	Tranquil Darkness	A room where only a few Heartless appear.	1 / 3	2 / 3
	Teeming Darkness	A room where many Heartless appear. Enemies often drop Enemy Cards in this room.	3 / 3	3 / 3
	Feeble Darkness	A room where Heartless with weak cards appear.	1 / 3	2 / 3
	Almighty Darkness	A room where Heartless with strong cards appear. Enemies often drop Enemy Cards in this room.	2 / 3	2 / 3
	Sleeping Darkness	A room where Heartless are drowsy and easy to ambush.	1 / 3	1 / 3
	Looming Darkness	A room where Heartless attack relentlessly. Enemies often drop Enemy Cards in this room.	2 / 3	3 / 3
	Premium Room*	A room where victory often leads to Premium Bonuses.	2 / 3	2 / 3
	White Room*	A room where only White Mushrooms appear.	1 / 3	3 / 3
	Black Room	A room where only Black Fungi appear.	1 / 3	1 / 3
	Bottomless Darkness	A pitch-black room where many Heartless appear.	3 / 3	3 / 3
	Roulette Room	A room where victory often leads to Roulette Bonuses.	2 / 3	3 / 3

*Only available while playing as Sora.

Green Cards

Icon	Card	Description	Heartless	Room Size
	Martial Waking	A room where your Attack Cards are more effective.	2 / 3	2 / 3
	Sorcerous Waking*	A room where your Magic Cards are more effective.	2 / 3	2 / 3
	Alchemic Waking*	A room where your Item Cards are more effective.	1 / 3	2 / 3
	Meeting Ground	If you have friends, a Friend Card appears at the start of battles.	2 / 3	2 / 3
	Stagnant Space	A room where the Heartless move slowly.	1 / 3	2 / 3
	Strong Initiative	A room where striking first deals heavy damage to Heartless.	2 / 3	3 / 3
	Lasting Daze	A room where striking first in the field stuns all Heartless.	2 / 3	3 / 3

*Only available while playing as Sora.

Blue Cards

Icon	Card	Description	Heartless	Room Size
	Calm Bounty*	A room containing treasure.	-	1 / 3
	Guarded Trove*	A room where treasure is guarded by Heartless.	2 / 3	1 / 3
	False Bounty*	A room where only one treasure chest is real.	1 / 3	1 / 3
	Moment's Reprieve	A room where you can save your progress. There are no Heartless in this room.	-	1 / 3
	Mingling Worlds	A room where anything could happen.	???	???
	Moogle Room*	A room where cards can be traded with Moogles at the Moogle Shop.	-	1 / 3

*Only available while playing as Sora.

Unique Cards

Icon	Card	Description	Heartless	Room Size
	Key of Beginnings	A room where untold stories unfold.	-	-
	Key of Guidance	A room where untold stories unfold.	-	-
	Key of Truth	A room where untold stories unfold.	-	-
	Key to Rewards*†	A room containing special treasure.	-	-
	Random Joker	A card that can meet any criteria except for key cards. The room is randomly synthesized.	-	-

*Only available while playing as Sora.

†Note: Only one Key to Rewards Card can be carried at a time. These cards are acquired by engaging in combat on floors 7 - 13 and are randomly dropped by enemies.

World Cards

World Cards (Sora)

Icon	Card	Description	Floor(s)	Acquired
	Traverse Town	A haven for those whose homes fell to darkness.	1	Default Card
	Agrabah	A bustling desert city with a grand palace.	2 - 6	After defeating Axel in the 1F Exit Hall.
	Olympus Coliseum	A legendary arena where heroes test their might.	2 - 6	After defeating Axel in the 1F Exit Hall.
	Wonderland	A magical land full of eccentric residents.	2 - 6	After defeating Axel in the 1F Exit Hall.
	Monstro	Inside the belly of the giant whale.	2 - 6	After defeating Axel in the 1F Exit Hall.
	Halloween Town	A terrifying town of tricks and treats.	2 - 6	After defeating Axel in the 1F Exit Hall.
	Atlantica	Undersea kingdom protected by King Triton.	7 - 10	After defeating Larxene in the 6F Exit Hall.
	Neverland	Inside Captain Hook's pirate ship.	7 - 10	After defeating Larxene in the 6F Exit Hall.
	Hollow Bastion	A once peaceful castle ruined by Maleficent.	7 - 10	After defeating Larxene in the 6F Exit Hall.
	100 Acre Wood	A quiet wood inhabited by friendly fellows.	7 - 10	After defeating Larxene in the 6F Exit Hall.
	Twilight Town	A mysterious town between light and dark.	11	After defeating Vexen in the 10F Exit Hall.
	Destiny Islands	Serene islands where Sora and Riku were born.	12	After defeating Riku Replica in the 11F Exit Hall.

World Cards (Riku)

Icon	Card	Description	Floor(s)	Acquired
	Hollow Bastion	A once peaceful castle ruined by Maleficent.	B12F	Default
	Traverse Town	A haven for those whose homes fell to darkness.	B11F - B8F	After defeating Ansem in the B12F Exit Hall.
	Neverland	Inside Captain Hook's pirate ship.	B11F - B8F	After defeating Ansem in the B12F Exit Hall.
	Monstro	Inside the belly of the giant whale.	B11F - B8F	After defeating Ansem in the B12F Exit Hall.
	Agrabah	A bustling desert city with a grand palace.	B11F - B8F	After defeating Ansem in the B12F Exit Hall.
	Atlantica	Undersea kingdom protected by King Triton.	B7F - B4F	After entering the B7F Entrance Hall.
	Halloween Town	A terrifying town of tricks and treats.	B7F - B4F	After entering the B7F Entrance Hall.
	Wonderland	A magical land full of eccentric residents.	B7F - B4F	After entering the B7F Entrance Hall.
	Olympus Coliseum	A legendary arena where heroes test their might.	B7F - B4F	After entering the B7F Entrance Hall.
	Destiny Islands	Serene islands where Sora and Riku were born.	B3F	After entering the B3F Entrance Hall.
	Twilight Town	A mysterious town between light and dark.	B2F	After entering the B3F Exit Hall.
	Castle Oblivion	Where the darkness in Riku's heart—and Ansem—are free.	B1F	After entering the B2F Exit Hall.

Special Cards

Note

The following cards can only be found after your Card Collection is at 100%.

Icon	Name	Effect	Description	Stats Limit:	CP Cost 1:	Moogle Points (Trade Value) 1:	Acquired
	Gold Card	Premium Guard	Allows Premium Cards to be reloaded.	5 Reloads	99	n/a	Open any Calm Bounty treasure after Card Collection is 100%.
	Platinum Card	Invincible	You will receive no damage.	20 Attacks	99	n/a	Open any treasure chest after Card Collection is 100% and Gold Card was found.

Battle Decks (Riku Only)

Note

The following table reflects the preset deck available to Riku within each World. As you defeat boss enemies, you will be granted use of their card as well.

World	Floor	Icon	Card	Type	Description	Attack	Element	Recovery	Limit	Icon	Card	Effect
Castle Oblivion	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Hi-Potion	Item
Hollow Bastion	B12F		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Defender	Protect
Traverse Town	B11F - B8F		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Shadow	Incrementor
Neverland	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Pirate	All Zeros
Monstro	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Search Ghost	Drain
Agrabah	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Fat Bandit	Back Attack
Atlantica	B7F - B4F		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Darkball	Duel Trigger
Halloween Town	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Wight Knight	Float
Wonderland	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Large Body	Guard
Olympus Coliseum	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Hi-Potion	Item
Olympus Coliseum	–		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Powerwild	Retrograde
Destiny Islands	B3F		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Hi-Potion	Item
Twilight Town	B2F		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Potion	Item
Castle Oblivion	B1F		Soul Eater	Attack	Boosts Riku's strength as it reacts to the dark power he wields in battle.	D+	Physical	-	-		Hi-Potion	Item

Appendix

Sleights

Sleights and Skills (Riku)

Type	Sleights	Description	Learned	Activation	Total Value	Dark Mode?
Attack	Dark Break	Leap into the air and attack enemies up to six times from above. Only available in Dark Mode.	Enter B12F Exit Hall	Soul Eater(x3)	15-May	Yes
Attack	Dark Firaga	Expel dark energy in a searing blast. Only available in Dark Mode.	Enter B12F Exit Hall	Soul Eater(x3)	16 - 25	Yes
Attack	Dark Aura	Rush enemies repeatedly with blade in hand. Finish off by stabbing Soul Eater into the ground for a column of light that confuses the enemy. Only available in Dark Mode.	Enter B12F Exit Hall	Soul Eater(x3)	27	Yes
Friend	MM Miracle LV2	King Mickey restores HP, stuns and deals damage to all enemies, and reloads cards.	Enter B11F Exit Hall	The King(x2)	-	-
Friend	MM Miracle LV3	King Mickey restores a lot of HP, stuns and deals damage to all enemies, and reloads cards.	Enter B11F Exit Hall	The King(x3)	-	-
Friend	Holy Burst	Multiple shots back-to-back with King Mickey.	Enter B11F Exit Hall	The King, Soul Eater (x2)	-	-
Friend	Inverse Burst	Multiple shots with your back against the King's. Enemies become confused when hit. Only available in Dark Mode.	Enter B11F Exit Hall	The King, Soul Eater (x2)	-	Yes
Dual Attack	Impulse	Knock foes into the air before a slam down to the ground, damaging multiple enemies.	Enter B12F Exit Hall	Win a duel that requires you to break three cards.	4 Secs	-
Dual Attack	Dark Impulse	Knock foes into the air before a hard slam down to the ground, damaging multiple enemies. Only available in Dark Mode.	Enter B12F Exit Hall	Win a duel that requires you to break three cards.	4 Secs	Yes
Dual Attack	Maelstrom	Unleash a spinning attack on the enemy. Damage is concentrated to one enemy.	Enter B12F Exit Hall	Win a duel that requires you to break five cards.	6 Secs	-
Dual Attack	Dark Maelstrom	Unleash a powerful spinning attack on the enemy. Damage is concentrated to one enemy. Only available in Dark Mode.	Enter B12F Exit Hall	Win a duel that requires you to break five cards.	6 Secs	Yes
Dual Attack	Barrage	Throw the Soul Eater towards the enemy. Damage is concentrated to one enemy.	Enter B12F Exit Hall	Win a duel that requires you to break seven cards.	8 Secs	-
Dual Attack	Dark Barrage	Throw multiple Soul Eaters towards the enemy. Damage is concentrated to one enemy. Only available in Dark Mode.	Enter B12F Exit Hall	Win a duel that requires you to break seven cards.	8 Secs	Yes
Dual Attack	D Mode	In Dark Mode, your skills are powered up, and you have more Sleights to choose from.	Enter B12F Exit Hall	Accumulate maximum Dark Points (DP) through card breaks.	-	-

Sleights and Skills (Sora)

Attack Sleights

Attack Sleights	Description	Learned	Activation	Total Value	Notes
Sliding Dash	Slide toward distant targets for a close-range attack.	Achieve Level 2	Attack(x3)	10 - 15	All cards the same.
Stun Impact	Stun surrounding enemies with a single attack.	Achieve Level 7	Attack(x3)	20 - 23	All cards the same.
Strike Raid	Hurl the Keyblade forward, stunning and dealing damage to enemies in its path.	Achieve Level 12	Attack(x3)	24 - 26	-
Blitz	Deliver up to three blows in a powerful jumping combo upon the enemy.	Achieve Level 17	Attack(x3)	10 - 15	All cards different.
Zantetsuken	Break a card and render it unreloadable for the length of the battle.	Achieve Level 22	Attack(x3)	0 or 27	-
Sonic Blade	Rocket across the field, striking down any enemies in the way for up to seven attacks.	Achieve Level 27	Attack(x3)	20 - 23	All cards different.
Ars Arcanum	Rain a flurry of up to thirteen attacks upon the enemy.	Achieve Level 42	Attack(x3)	1 - 6	-
Ragnarok	Leap into the air and fire a stream of rays in front of you.	Achieve Level 52	Attack(x3)	7 - 9	-
Trinity Limit	Inflict heavy damage on all enemies in sight.	Enter Castle Oblivion (13F)	Attack, Donald, Goofy	-	-

Magic Sleights

Magic Sleights	Description	Learned	Activation
Fira	Sizzle the enemy with powerful fire magic.	Acquire Fire Magic Card	Fire(x2)
Firaga	Scorch the enemy with supreme fire magic.	Acquire Fire Magic Card	Fire(x3)
Blizzara	Chill enemies with powerful ice magic.	Acquire Blizzard Magic Card	Blizzard(x2)
Blizzaga	Freeze enemies with supreme ice magic.	Acquire Blizzard Magic Card	Blizzard(x3)
Thundara	Shock enemies with powerful lightning magic.	Acquire Thunder Magic Card	Thunder(x2)
Thundaga	Fry enemies with supreme lightning magic.	Acquire Thunder Magic Card	Thunder(x3)
Cura	Restore a lot of HP.	Default	Cure(x2)
Curaga	Restore a very large amount of HP.	Default	Cure(x3)
Gravira	Deal damage relative to the enemies' remaining HP.	Acquire Gravity Magic Card	Gravity(x2)
Graviga	Deal wide-range damage relative to the enemies' remaining HP.	Acquire Gravity Magic Card	Gravity(x3)
Stopra	Halt enemy movement for a long period of time.	Acquire Stop Magic Card	Stop(x2)
Stopga	Halt enemy movement for a very long period of time.	Acquire Stop Magic Card	Stop(x3)
Aerora	Blow away surrounding enemies and inflict damage.	Acquire Aero Magic Card	Aero(x2)
Aeroga	Blow away all enemies in a large radius and inflict damage.	Acquire Aero Magic Card	Aero(x3)
Warpinator	Eliminate the closest enemy. Not always successful.	Twilight Town (Bounty)	Stop, Gravity, Aero
Warp	Eliminate all enemies in sight. Enemies that vanish will not drop prizes. Not always successful.	Agrabah (Key to Rewards)	Stop, Aero(x2)
Blizzard Raid	Hurl the Keyblade and inflict ice damage.	Olympus Coliseum (Bounty)	Blizzard, Attack(x2)
Synchro	Set surrounding enemies' HP to that of the target.	Wonderland (Key to Rewards)	Cure, Gravity, Aero
Fire Raid	Hurl the Keyblade and inflict fire damage.	Monstro (Bounty)	Fire, Attack(x2)
Aqua Splash	Spray melted ice at the enemy over a period of time, inflicting ice damage.	Monstro (Key to Rewards)	Blizzard, Fire, Aero
Terror	Strike fear in the enemy so they no longer approach.	Halloween Town (Start)	Summon(x2), Summon, Jack, Simba, Mushu, Item
Gifted Miracle	Reload Cards and reset the counter while restoring HP to Sora and foes alike.	Agrabah (Bounty)	Summon, Magic, Jack, Bambi, Blizzard, Item
Bind	Hold enemies in place. Enemies can still attack from their positions.	100 Acre Wood (Eeyore)	Gravity, Stop, Magic
Shock Impact	Simba's roar sends enemies flying and triggers Stop.	Atlantica (Bounty)	Simba, Attack(x2)
Homing Blizzara	Cast a Blizzara spell that seeks out the targeted enemy.	Atlantica (Bounty)	Aero, Blizzard, Magic
Quake	Inflict damage on all ground enemies with a violent tremor.	Atlantica (Key to Rewards)	Gravity, Simba Magic
Teleport	Rematerialize behind the targeted enemy, stunning it for a short time.	Neverland (Bounty)	Magic(x2), Peter Pan, Stop, Aero, Item
Thunder Raid	Hurl the Keyblade and inflict lightning damage.	Neverland (Key to Rewards)	Thunder, Attack(x2)
Confuse	Temporarily confuse enemies so they attack less often.	100 Acre Wood (Piglet)	Genie, Tinker Bell, Summon
Firaga Burst	Shoot a large fireball into the air and rain down small fireballs over a wide area.	Monstro (Bounty)	Fire(x2), Gravity
Reflect Raid	Hurl the Keyblade and make it ricochet around to strike many enemies.	Hollow Bastion (Bounty)	Cloud, Attack(x2)
Magnet Spiral	Pull multiple enemies closer before attacking them.	Defeat Riku (8F Exit Hall)	Gravity(x2), Attack
Lethal Frame	Stop time and deal multiple blows on an enemy.	Achieve Level 34	Stop, Attack(x2)
Tornado	Blow away enemies in a wide area, inflicting damage and stunning them.	Achieve Level 37	Aero, Gravity, Summon
Freeze	Freezes nearby enemies. Attacking a frozen enemy deals greater damage.	Defeat Vexen (10F Exit Hall)	Blizzard(x2), Stop
Judgment	Hurl the Keyblade toward the enemy for multiple attacks.	Destiny Islands (Bounty)	Aero, Attack(x2)
Holy	Inflict damage on a targeted enemy and all surrounding enemies.	Achieve Level 47	Mega-Ether, Megalixer, Item
Raging Storm	Three fiery tornadoes appear around Sora, dealing damage to enemies as they hit.	Castle Oblivion (Bounty)	Aero, Fire(x2)
Mega Flare	Incinerate all enemies in a wide area.	Achieve Level 57	Mushu, Fire(x2)

Summon Sleights

Summon Sleights	Description	Learned	Activation
Proud Roar LV2	Simba's roar stuns and deals damage to enemies in front of him.	Acquire Simba Summon Card	Simba(x2)
Proud Roar LV3	Simba's roar stuns and deals even more damage to enemies in front of him.	Acquire Simba Summon Card	Simba(x3)
Showtime LV2	Genie randomly casts two spells chosen from Gravira, Thundara, and Stopra.	Acquire Genie Summon Card	Genie(x2)
Showtime LV3	Genie randomly casts three spells chosen from Gravira, Thundara, and Stopra.	Acquire Genie Summon Card	Genie(x3)
Cross-slash	Cloud assaults the enemy with a three-hit combo.	Acquire Cloud Summon Card	Cloud(x2)
Cross-slash+	Cloud teleports behind an enemy and use Cross-slash.	Acquire Cloud Summon Card	Cloud, Stop, Attack
Omnislash	Cloud swoops down from the skies, attacking enemies up to five times.	Acquire Cloud Summon Card	Cloud(x3)
Splash LV2	Dumbo douses enemies over a set time period, dealing ice damage.	Acquire Dumbo Summon Card	Dumbo(x2)
Splash LV3	Dumbo douses enemies over a longer set time period, dealing ice damage.	Acquire Dumbo Summon Card	Dumbo(x3)
Twinkle LV2	Tinker Bell restores a lot of HP over a set time period.	Acquire Tinker Bell Summon Card	Tinker Bell(x2)
Twinkle LV3	Tinker Bell restores a very large amount of HP over an extended time period.	Acquire Tinker Bell Summon Card	Tinker Bell(x3)
Paradise LV2	Bambi bounds around and drops HP recovery orbs.	Acquire Bambi Summon Card	Bambi(x2)
Paradise LV3	Bambi bounds around and drops HP recovery orbs while stunning the enemy.	Acquire Bambi Summon Card	Bambi(x3)
Idyll Romp	Bambi zigzags around the battlefield, confusing the enemy.	Acquire Bambi Summon Card	Bambi, Attack(x2)
Flare Breath LV2	Mushu breathes fire at enemies in a wide area, inflicting fire damage.	Acquire Mushu Summon Card	Mushu(x2)
Flare Breath LV3	Mushu breathes even more fire at enemies in a wide area, inflicting fire damage.	Acquire Mushu Summon Card	Mushu(x3)

Friend Sleights

Summon Sleights	Description	Learned	Activation
Magic LV2	Donald double-casts Fira, Blizzara, Thundara, or Cura.	Default	Donald(x2)
Magic LV3	Donald double-casts Firaga, Blizzaga, Thundaga, or Curaga.	Default	Donald(x3)
Stardust Blitz	Knock up to three of Donald's fireballs towards the enemy.	Twilight Town (Key to Rewards)	Donald, Fire
Goofy Tornado LV2	Goofy whirls around Sora and bashes the enemy with his shield.	Default	Goofy(x2)
Goofy Tornado LV3	Goofy whirls around Sora and bashes the enemy with his shield over a long period of time.	Default	Goofy(x3)
Goofy Smash	Goofy and Sora's joint attack knocks enemies into the air.	Default	Goofy, Attack
Wild Crush	Carry Goofy and ram into the enemy.	Default	Goofy, Donald, Attack
Lucky Bounty LV2	Pluto digs up cards and HP recovery orbs from the ground.	Default	Pluto(x2)
Lucky Bounty LV3	Pluto digs up lots of cards and HP recovery orbs from the ground.	Default	Pluto(x3)
Sandstorm LV2	Aladdin runs around while swinging his sword, stunning enemies and producing Moogle Point orbs.	Acquire Aladdin Summon Card	Aladdin(x2)
Sandstorm LV3	Aladdin runs around for an extended time while swinging his sword, stunning enemies and producing Moogle Point orbs.	Acquire Aladdin Summon Card	Aladdin(x3)
Surprise! LV2	Jack double-casts Fira, Blizzara, Thundara, or Gravira.	Acquire Jack Summon Card	Jack(x2)
Surprise! LV3	Jack triple-casts Firaga, Blizzaga, Thundaga, or Graviga.	Acquire Jack Summon Card	Jack(x3)
Spiral Wave LV2	Ariel rushes into the enemy twice, finishing of with a tail fin kick.	Acquire Ariel Summon Card	Ariel(x2)
Spiral Wave LV3	Ariel rushes into the enemy three times, finishing off with a tail fin kick.	Acquire Ariel Summon Card	Ariel(x3)
Hummingbird LV2	Peter Pan soars around striking enemies.	Acquire Peter Pan Summon Card	Peter Pan(x2)
Hummingbird LV3	Peter Pan soars around for an extended time striking enemies.	Acquire Peter Pan Summon Card	Peter Pan(x3)
Furious Volley LV2	The Beast knocks an enemy towards Sora up to two times.	Acquire Beast Summon Card	The Beast(x2)
Furious Volley LV3	The Beast knocks an enemy towards Sora up to three times.	Acquire Beast Summon Card	The Beast(x3)

Skills

Skills	Description	Learned
High Jump	Reach higher places with an aerial flip.	Monstro (Key to Beginnings)
Glide	Fly through the air by jumping then holding (●).	Neverland (Start)
Super Glide	Fly through the air with velocity by holding (●).	Castle Oblivion (Key to Rewards)

Appendix

Villains

Enemies

Enemy Stats - Standard

Air Pirate

Worlds: Neverland

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	96	102	108	114	-	-	-	-	66	72
AP	-	-	-	-	-	-	14	15	17	18	-	-	-	-	4	6
EXP	-	-	-	-	-	-	80	92	104	116	-	-	-	-	20	32

Resist: -

Weak: -

Absorb: -

Immune: -

Air Soldier

Worlds: Agrabah; Monstro; Twilight Town

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	88	96	104	112	120	-	-	-	-	240	-	-	-	88	96
AP	-	4	5	7	8	9	-	-	-	-	12	-	-	-	4	5
EXP	-	13	20	28	35	43	-	-	-	-	130	-	-	-	13	20

Resist: -

Weak: -

Absorb: -

Immune: -

Aquatank

Worlds: Atlantica

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	208	221	234	247	-	-	-	-	-	-
AP	-	-	-	-	-	-	17	19	21	23	-	-	-	-	-	-
EXP	-	-	-	-	-	-	100	115	130	145	-	-	-	-	-	-

Resist: -

Weak: -

Absorb: Thunder

Immune: -

Bandit

Worlds: Agrabah

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	88	96	104	112	120	-	-	-	-	-	-	-	-	88	96
AP	-	7	9	11	13	15	-	-	-	-	-	-	-	-	7	9
EXP	-	13	20	28	35	43	-	-	-	-	-	-	-	-	13	20

Resist: -

Weak: -

Absorb: -

Immune: -

Barrel Spider

Worlds: Agrabah; Olympus Coliseum; Monstro; Neverland; Twilight Town; Destiny Islands

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	66	72	78	84	90	96	102	108	114	180	192	-	-	66	72
AP	-	7	9	11	13	15	17	19	21	23	20	22	-	-	7	9
EXP	-	13	20	28	35	43	50	58	65	73	130	143	-	-	13	20

Resist: -

Weak: -

Absorb: -

Immune: -

Black Fungus

Worlds: Traverse Town; Agrabah; Olympus Coliseum; Wonderland; Monstro; Halloween Town; Atlantica; Neverland; Hollow Bastion; Twilight Town; Destiny Islands; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	74	81	89	96	104	111	118	126	133	141	222	237	252	-	-	-
AP	5	7	9	11	13	15	17	19	21	23	20	22	23	-	-	-
EXP	1	3	4	6	7	9	10	12	13	15	26	29	31	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Blue Rhapsody

Worlds: Traverse Town; Olympus Coliseum; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	35	39	42	46	49	53	-	-	-	-	-	-	119	-	39	42
AP	3	4	5	7	8	9	-	-	-	-	-	-	14	-	4	5
EXP	3	8	12	17	21	26	-	-	-	-	-	-	93	-	8	12

Resist: Thunder

Weak: Fire

Absorb: Blizzard

Immune: -

Bouncywild

Worlds: Olympus Coliseum

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	55	60	65	70	75	-	-	-	-	-	-	-	-	-	-
AP	-	6	7	9	10	12	-	-	-	-	-	-	-	-	-	-
EXP	-	13	20	28	35	43	-	-	-	-	-	-	-	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Creeper Plant

Worlds: Wonderland; Halloween Town; Destiny Islands

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	66	72	78	84	90	-	-	-	-	-	192	-	-	-	-
AP	-	4	5	7	8	9	-	-	-	-	-	13	-	-	-	-
EXP	-	20	32	44	56	68	-	-	-	-	-	228	-	-	-	-

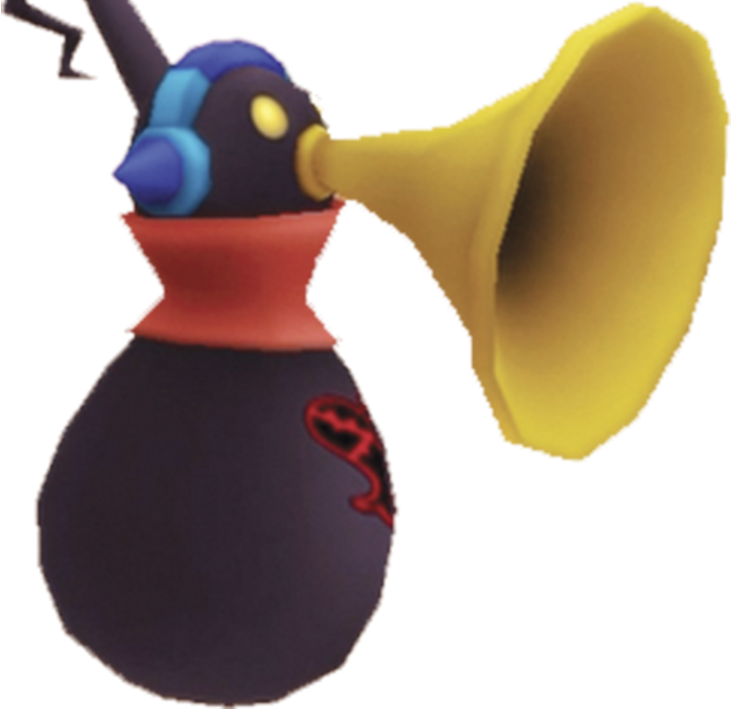
Resist: -

Weak: -

Absorb: -

Immune: -

Crescendo



Worlds: Wonderland; Neverland; Destiny Islands

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	77	84	91	98	105	112	119	126	133	-	224	-	-	77	84
AP	-	4	5	7	8	9	10	11	13	14	-	13	-	-	4	5
EXP	-	20	32	44	56	68	80	92	104	116	-	228	-	-	20	32

Resist: -

Weak: -

Absorb: -

Immune: -

Darkball

Worlds: Atlantica; Neverland; Hollow Bastion; Destiny Islands; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	112	119	126	133	-	224	238	70	77	84
AP	-	-	-	-	-	-	10	11	13	14	-	13	14	3	4	5
EXP	-	-	-	-	-	-	100	115	130	145	-	285	310	10	25	40

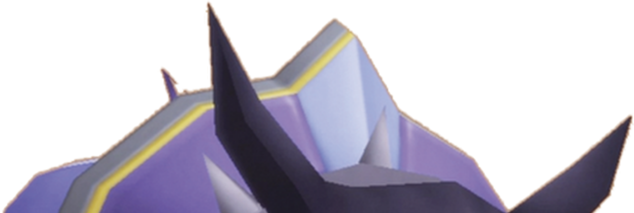
Resist: -

Weak: -

Absorb: -

Immune: -

Defender



Worlds: Hollow Bastion; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	-	-	-	-	-	144	153	162	171	-	-	306	90	-	-
AP	-	-	-	-	-	-	14	15	17	18	-	-	18	4	-	-
EXP	-	-	-	-	-	-	130	150	169	189	-	-	403	13	-	-

Resist: -

Weak: Fire; Blizzard

Absorb: -

Immune: -

Fat Bandit

Worlds: Agrabah

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	132	144	156	168	180	-	-	-	-	-	-	-	-	132	14
AP	-	5	7	9	11	13	-	-	-	-	-	-	-	-	5	7
EXP	-	25	40	55	70	85	-	-	-	-	-	-	-	-	25	40

Gargoyle

Worlds: Halloween Town; Neverland

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	88	96	104	112	120	128	136	144	152	-	-	-	-	88	96
AP	-	6	7	9	10	12	14	15	17	18	-	-	-	-	6	7
EXP	-	13	20	28	35	43	50	58	65	73	-	-	-	-	13	20

Resist: -

Weak: -

Absorb: -

Immune: -

Green Requiem

Worlds: Agrabah; Monstro; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	44	48	52	56	60	-	-	-	-	-	-	136	-	44	48
AP	-	3	4	4	5	6	-	-	-	-	-	-	14	-	3	4
EXP	-	8	12	17	21	26	-	-	-	-	-	-	93	-	8	12

Resist: -

Weak: -

Absorb: Fire; Blizzard; Thunder

Immune: -

Large Body

Worlds: Olympus Coliseum; Wonderland; Monstro

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	110	120	130	140	150	-	-	-	-	-	-	-	-	110	12
AP	-	6	7	9	10	12	-	-	-	-	-	-	-	-	6	7
EXP	-	25	40	55	70	85	-	-	-	-	-	-	-	-	25	40

Resist: -

Weak: -

Absorb: -

Immune: -

Neoshadow

Worlds: Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	-	-	-	-	-	-	-	-	-	-	-	252	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	14	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	310	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Pirate

Worlds: Neverland

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	112	119	126	133	-	-	-	-	77	84
AP	-	-	-	-	-	-	14	15	17	18	-	-	-	-	6	7
EXP	-	-	-	-	-	-	80	92	104	116	-	-	-	-	20	32

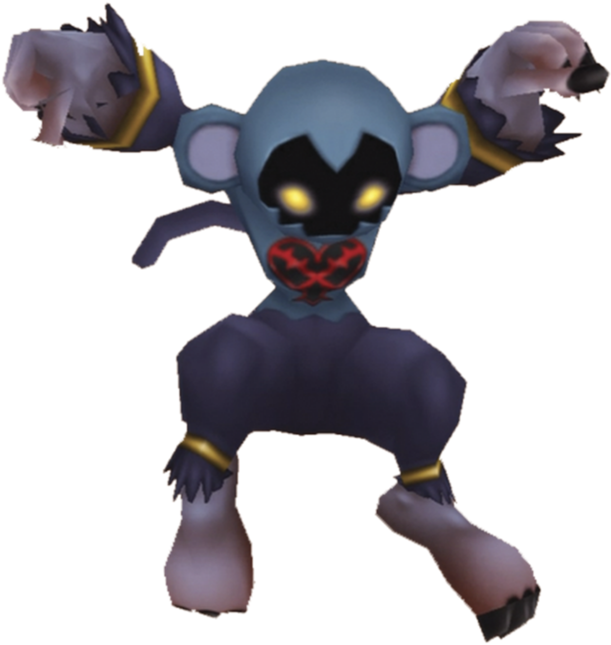
Resist: -

Weak: -

Absorb: -

Immune: -

Powerwild



Worlds: Olympus Coliseum

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	77	84	91	96	105	-	-	-	-	-	-	-	-	-	-
AP	-	4	5	7	8	9	-	-	-	-	-	-	-	-	-	-
EXP	-	13	20	28	35	43	-	-	-	-	-	-	-	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Red Nocturne

Worlds: Traverse Town; Wonderland; Twilight Town; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	35	39	42	46	49	53	-	-	-	-	105	-	119	-	39	42
AP	3	4	5	7	8	9	-	-	-	-	12	-	14	-	4	5
EXP	3	8	12	17	21	26	-	-	-	-	78	-	93	-	8	12

Resist: Thunder

Weak: Blizzard

Absorb: Fire

Immune: -

Screwdiver

Worlds: Atlantica

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	-	-	-	-	-	128	136	144	152	-	-	-	-	-	-
AP	-	-	-	-	-	-	17	19	21	23	-	-	-	-	-	-
EXP	-	-	-	-	-	-	80	92	104	116	-	-	-	-	-	-

Resist: -

Weak: -

Absorb: Thunder

Immune: -

Sea Neon

Worlds: Atlantica

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	80	85	90	95	-	-	-	-	-	-
AP	-	-	-	-	-	-	14	15	17	18	-	-	-	-	-	-
EXP	-	-	-	-	-	-	40	46	52	58	-	-	-	-	-	-

Resist: -

Weak: Thunder

Absorb: -

Immune: -

Search Ghost

Worlds: Monstro; Halloween Town; Atlantica

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	66	72	78	84	90	96	102	108	114	-	-	-	-	66	72
AP	-	4	5	7	8	9	10	11	13	14	-	-	-	-	4	5
EXP	-	13	20	28	35	43	50	58	65	73	-	-	-	-	13	20

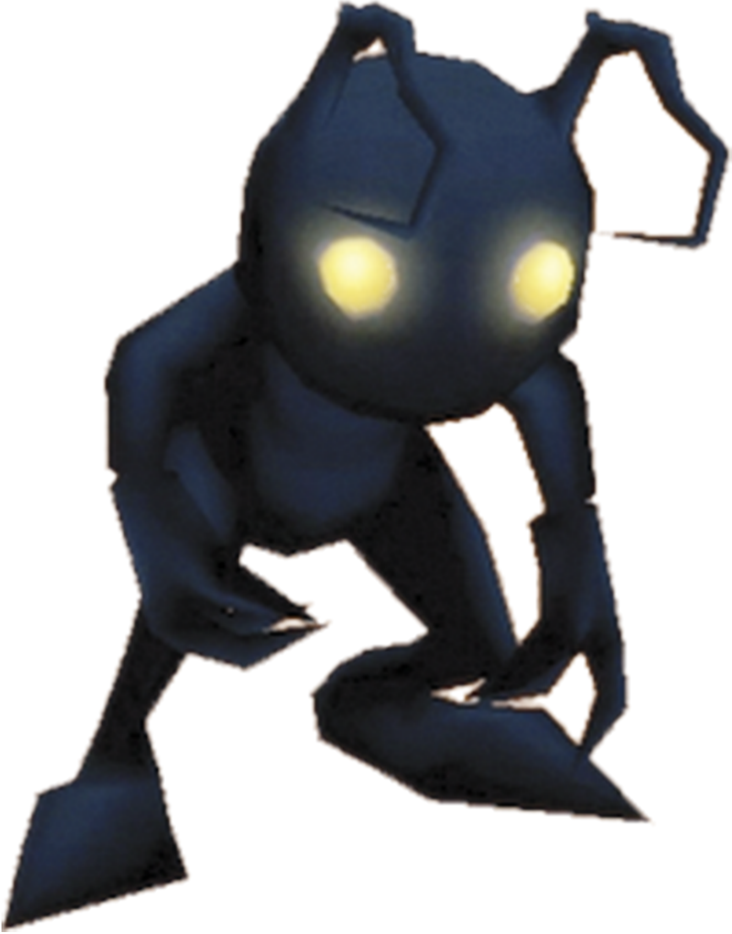
Resist: -

Weak: -

Absorb: -

Immune: -

Shadow



Worlds: Traverse Town; Agrabah; Olympus Coliseum; Wonderland; Monstro; Neverland; Hollow Bastion; Twilight Town; Destiny Islands; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	33	36	40	43	46	50	53	56	59	63	99	106	112	33	36	40
AP	2	3	4	4	5	6	7	8	8	9	8	9	9	2	3	4
EXP	3	8	12	17	21	26	30	35	39	44	78	86	93	3	8	12

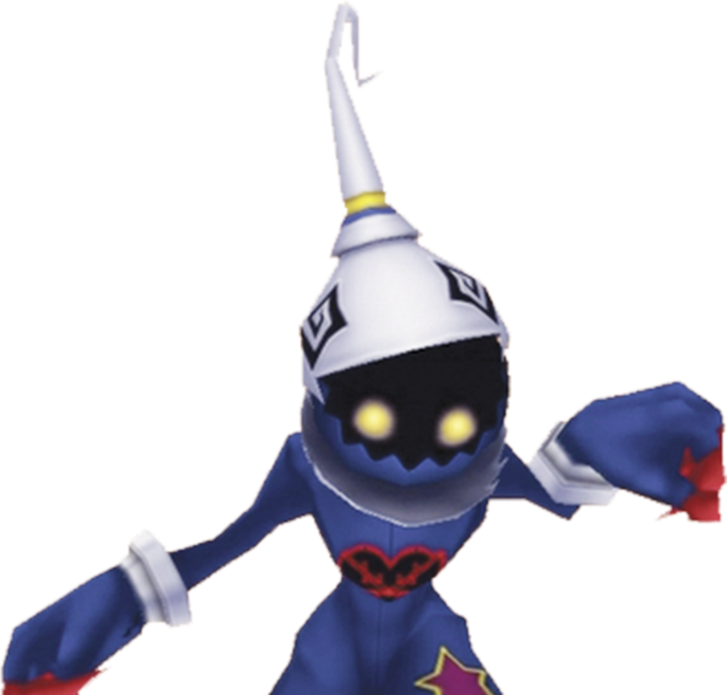
Resist: -

Weak: -

Absorb: -

Immune: -

Soldier



Worlds: Traverse Town; Wonderland; Twilight Town

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	60	66	72	78	84	90	-	-	-	-	180	-	-	-	66	72
AP	3	4	5	7	8	9	-	-	-	-	12	-	-	-	4	5
EXP	5	13	20	28	35	43	-	-	-	-	130	-	-	-	13	20

Resist: -

Weak: -

Absorb: -

Immune: -

Tornado Step

Worlds: Monstro; Hollow Bastion; Destiny Islands

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	77	84	91	98	105	112	119	126	133	-	224	-	70	77	84
AP	-	4	5	7	8	9	10	11	13	14	-	13	-	3	4	5
EXP	-	20	32	44	56	68	80	92	104	116	-	228	-	8	20	32

Resist: -

Weak: -

Absorb: -

Immune: -

White Mushroom

Worlds: Traverse Town; Agrabah; Olympus Coliseum; Wonderland; Monstro; Halloween Town; Atlantica; Neverland; Hollow Bastion; Twilight Town; Destiny Islands; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	198	218	238	257	277	297	317	337	356	376	594	634	673	-	-	-
AP	0	0	0	0	0	0	0	0	0	0	0	0	0	-	-	-
EXP	3	8	12	17	21	26	30	35	39	44	78	86	93	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Wight Knight

Worlds: Halloween Town

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	77	84	91	98	105	-	-	-	-	-	-	-	-	-	-
AP	-	6	7	9	10	12	-	-	-	-	-	-	-	-	-	-
EXP	-	20	32	44	56	68	-	-	-	-	-	-	-	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Wizard

Worlds: Hollow Bastion; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	-	-	-	-	-	80	85	90	95	-	-	170	50	-	-
AP	-	-	-	-	-	-	10	11	13	14	-	-	14	3	-	-
EXP	-	-	-	-	-	-	100	115	130	145	-	-	310	10	-	-

Resist: -

Weak: -

Absorb: Fire; Blizzard; Thunder

Immune: -

Wyvern

Worlds: Hollow Bastion; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	-	-	-	-	-	112	119	126	133	-	-	238	70	-	-
AP	-	-	-	-	-	-	14	15	17	18	-	-	18	4	-	-
EXP	-	-	-	-	-	-	100	115	130	145	-	-	310	10	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Yellow Opera

Worlds: Agrabah; Monstro; Neverland; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	39	42	46	49	53	56	60	63	67	-	-	119	-	39	42
AP	-	4	5	7	8	9	10	11	13	14	-	-	14	-	4	5
EXP	-	8	12	17	21	26	30	35	39	44	-	-	93	-	8	12

Resist: -

Weak: -

Absorb: Thunder

Immune: -

Bosses

Enemy Stats - Bosses

Ansem

Worlds: Hollow Bastion; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	-	-	-	-	-	-	-	400	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	-	3	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	-	133	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Axel

Worlds: Traverse Town; Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	320	-	-	-	-	-	-	-	-	-	-	-	1680	-	-	-
AP	2	-	-	-	-	-	-	-	-	-	-	-	15	-	-	-
EXP	75	-	-	-	-	-	-	-	-	-	-	-	6825	-	-	-

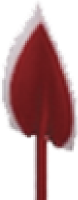
Resist: Neutral; Thunder

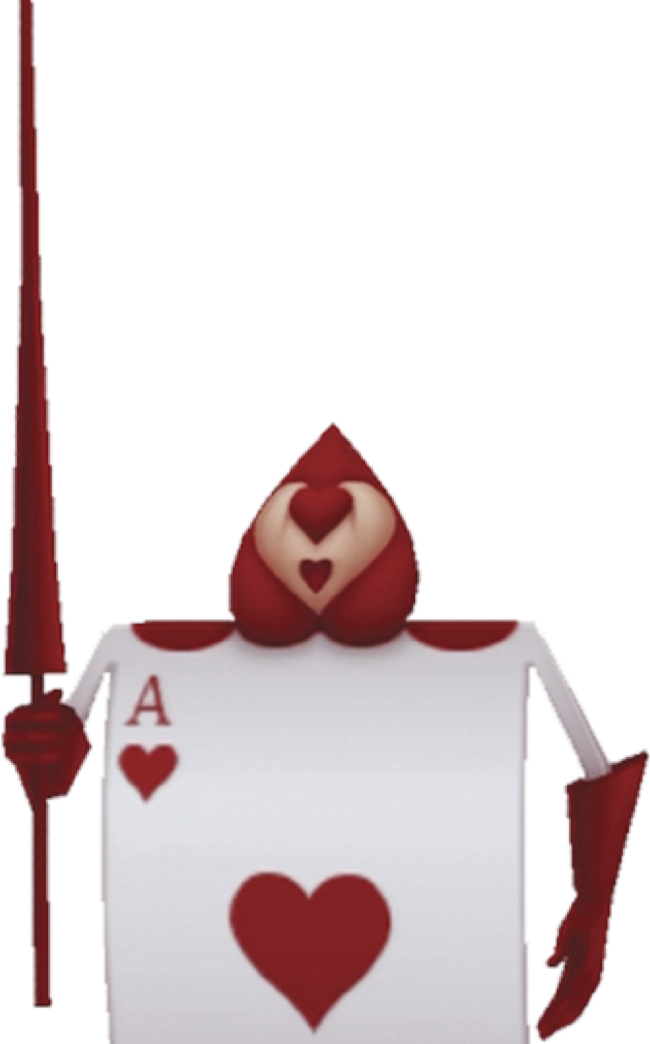
Weak: -

Absorb: -

Immune: -

Card Soldier





Worlds: Wonderland

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	88	96	104	112	120	-	-	-	-	-	-	-	-	-	-
AP	-	4	5	7	8	9	-	-	-	-	-	-	-	-	-	-
EXP	-	13	20	28	35	43	-	-	-	-	-	-	-	-	-	-

Resist: -

Weak: Fire

Absorb: -

Immune: -

Darkside

Worlds: Destiny Islands

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	-	-	-	-	-	1920	-	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	26	-	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	5558	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Dragon Maleficent

Worlds: Hollow Bastion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F
HP	-	-	-	-	-	-	960	1020	1080	1140	-	-	-	-	-
AP	-	-	-	-	-	-	17	19	21	23	-	-	-	-	-
EXP	-	-	-	-	-	-	1730	1990	2249	2509	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Guard Armor

Worlds: Traverse Town

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
AP	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
EXP	48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Hades

Worlds: Olympus Coliseum

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	440	480	520	560	600	-	-	-	-	-	-	-	-	-	-
AP	-	6	7	9	10	12	-	-	-	-	-	-	-	-	-	-
EXP	-	233	372	512	651	791	-	-	-	-	-	-	-	-	-	-

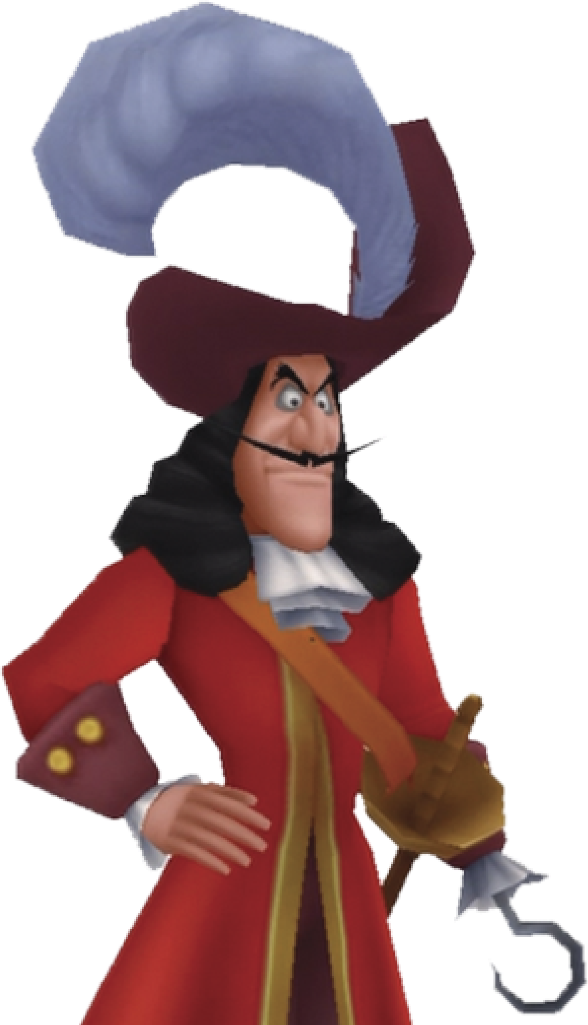
Resist: Neutral

Weak: -

Absorb: Fire

Immune: Thunder

Hook



Worlds: Neverland

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F
HP	-	-	-	-	-	-	640	680	720	760	-	-	-	-	-
AP	-	-	-	-	-	-	10	11	13	14	-	-	-	-	-
EXP	-	-	-	-	-	-	1730	1990	2249	2509	-	-	-	-	-

Resist: Neutral; Blizzard

Weak: -

Absorb: -

Immune: Thunder

Jafar-Genie

Worlds: Agrabah

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	550	600	650	700	750	-	-	-	-	-	-	-	-	-	-
AP	-	7	9	11	13	15	-	-	-	-	-	-	-	-	-	-
EXP	-	233	372	512	651	791	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Larxene

Worlds: Castle Oblivion

Larxene is fought in the 6F and 12F Exit Hall.

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	
HP	-	-	-	-	-	1120	-	-	-	-	-	1570	-	-	-	-
AP	-	-	-	-	-	5	-	-	-	-	-	15	-	-	-	-
EXP	-	-	-	-	-	2325	-	-	-	-	-	6263	-	-	-	-

Resist: Fire; Blizzard

Weak: -

Absorb: -

Immune: -

Lexaeus

Worlds: Castle Oblivion

Lexaeus is fought in the B4F Exit Hall.

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Thunder

Weak: Physical

Absorb: -

Immune: Blizzard

Marluxia

Worlds: Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	
HP	-	-	-	-	-	-	-	-	-	-	-	-	2240	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	27	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	13131	-	-	-

Resist: Neutral; Fire; Thunder

Weak: Physical

Absorb: -

Immune: Blizzard

Marluxia Redux - Phase 1

Worlds: Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	-	-	-	-	-	-	2244	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	28	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	0	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: Physical

Absorb: -

Immune: -

Marluxia Redux - Phase 2

Worlds: Castle Oblivion

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	-	-	-	-	-	-	-	-	-	-	-	1937	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	0	-	-	-

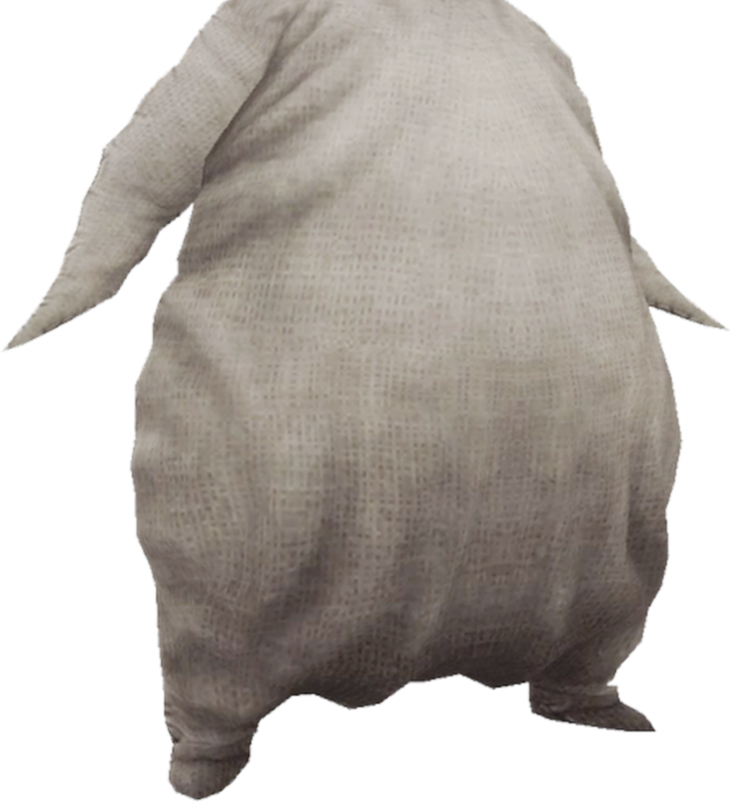
Resist: -

Weak: -

Absorb: -

Immune: -

Oogie Boogie



Worlds: Halloween Town

Attributes	**1F**	**2F**	**3F**	**4F**	**5F**	**6F**	**7F**	**8F**	**9F**	**10F**	**11F**	**12F**	**13F**	**B12F**	**B11F**	**B**
HP	-	550	600	650	700	750	-	-	-	-	-	-	-	-	-	-
AP	-	7	9	11	13	15	-	-	-	-	-	-	-	-	-	-
EXP	-	233	372	512	651	791	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: Physical

Absorb: -

Immune: -

Parasite Cage

Worlds: Monstro

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	605	660	715	770	825	-	-	-	-	-	-	-	-	-	-
AP	-	6	7	9	10	12	-	-	-	-	-	-	-	-	-	-
EXP	-	233	372	512	651	791	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Riku Replica

Worlds: Castle Oblivion

Note

Riku is fought in the 7F, 8F, 11F, and 12F Exit Hall.

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F
HP	-	-	-	-	-	-	1120	1120	-	-	1120	1680	-	-	-
AP	-	-	-	-	-	-	5	0	-	-	10	0	-	-	-
EXP	-	-	-	-	-	-	2775	3225	-	-	5700	6825	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Trickmaster

Worlds: Wonderland

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	550	600	650	700	750	-	-	-	-	-	-	-	-	-	-
AP	-	7	9	11	13	15	-	-	-	-	-	-	-	-	-	-
EXP	-	233	372	512	651	791	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Ursula

Worlds: Atlantica

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B1
HP	-	550	600	650	700	750	-	-	-	-	-	-	-	-	-	-
AP	-	7	9	11	13	15	-	-	-	-	-	-	-	-	-	-
EXP	-	233	372	512	651	791	-	-	-	-	-	-	-	-	-	-

Resist: Neutral; Fire; Blizzard; Thunder

Weak: -

Absorb: -

Immune: -

Vexen

Worlds: Castle Oblivion

Note

Note: Vexen is fought in the 10F and 11F Exit Hall.

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	-	-	-	1120	1120	-	-	-	-	-
AP	-	-	-	-	-	-	-	-	-	15	20	-	-	-	-	-
EXP	-	-	-	-	-	-	-	-	-	4125	5700	-	-	-	-	-

Resist: Neutral; Thunder

Weak: -

Absorb: -

Immune: Blizzard

Zexion

Worlds: Destiny Islands

Attributes	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F	12F	13F	B12F	B11F	B
HP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
AP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
EXP	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Resist: -

Weak: -

Absorb: -

Immune: -

Appendix

Trophies Lists

Kingdom Hearts - RE: Chain of Memories Trophies

Trophy	Type	Description
Natural Player Sora	Bronze	Clear Sora's Story on Standard mode.
Natural Player Riku	Bronze	Clear Riku's Story on Standard mode.
Novice Player Sora	Bronze	Clear Sora's Story on Beginner mode.
Novice Player Riku	Bronze	Clear Riku's Story on Beginner mode.
A Slumber to Remember	Bronze	Clear Sora's Story mode.
Road to Dawn	Bronze	Clear Riku's Story mode.
Veggie Master	Bronze	Get a score of 150 points or higher in the Veggie Panic mini-game (100 Acre Wood).
Ace Pilot	Bronze	Get a score of 500 points or higher in the Balloon Glider mini-game (100 Acre Wood).
High Jumper	Bronze	Get a score of 120 points or higher in the Tigger's Jump-a-Thon mini-game (100 Acre Wood).
Sky Diver	Bronze	Get a score of 2,000 points or higher in the Whirlwind Plunge mini-game (100 Acre Wood).
Bee Buster	Bronze	Clear all 70 bees within 1 minute and 40 seconds in the Bumble-Buster mini-game (100 Acre Wood).
Battle Card Collector	Bronze	Obtain over 300 Battle Cards.
Moogle Mogul	Bronze	Get over 10,000 Moogle Points.
Regular Customer	Bronze	Use over 20,000 Moogle Points at Moogle Shops.
Hard Hitter	Bronze	Obtain all attack bonuses for Riku.
Card of Memories	Bronze	Clear Castle Oblivion 1F in Sora's Story.
Woven Memories	Bronze	Clear Castle Oblivion 5F in Sora's Story.
The Truth	Bronze	Clear Castle Oblivion 13F in Sora's Story.
Confronting the Darkness	Bronze	Clear Castle Oblivion B12F in Riku's Story.
Challenge from the Inner Darkness	Bronze	Clear Castle Oblivion B8F in Riku's Story.
Overcoming the Darkness	Bronze	Clear Castle Oblivion B1F in Riku's Story.
Storyteller Sora	Bronze	Collect all Story entries in Jiminy's Journal.
Character Professor Sora	Bronze	Collect all Character entries in Jiminy's Journal.
Mini-game Maniac Sora	Bronze	Collect all Mini-game entries in Jiminy's Journal.
Storyteller Riku	Bronze	Collect all Story entries in the D Report.
Character Professor Riku	Bronze	Collect all Character entries in the D Report.
Novice Deck Builder	Bronze	Edit a card deck for the first time.
Expert Deck Builder	Bronze	Edit a card deck 500 times.
Premium Card Maker	Bronze	Make 20 cards become Premium Cards.
Card Breaker	Bronze	Break an enemy's cards 1,500 times.
Tightrope Walker	Bronze	Wait to replenish HP until you have less than 5% HP.
Interceptor	Bronze	Strike an enemy before entering battle 150 times.
Duel Master	Bronze	Win 100 card duels.
Room Creator	Bronze	Synthesize 300 rooms.
Treasure Hunter	Bronze	Open 10 chests from hidden rooms that become available after beating the game once.
Ace Striker	Bronze	Hit an enemy with an object.
Sleight Master	Silver	Obtain all of Sora's Sleights.
No Escape	Silver	As Riku, clear the game without fleeing from a single battle.
Level Master Sora	Silver	Max out Sora's level.
Level Master Riku	Silver	Max out Riku's level.
Card Master Sora	Silver	Collect all Card Collection entries in Jiminy's Journal.
Card Master Riku	Silver	Collect all Card Collection entries in D Report.
Proud Player Sora	Silver	Clear Sora's Story on Proud mode.
Proud Player Riku	Silver	Clear Riku's Story on Proud mode.
Undefeated	Silver	Clear the game without using a continue.
Record Keeper Sora	Gold	Collect all Jiminy's Journal entries.
Record Keeper Riku	Gold	Collect all D Report entries.
Chain of Memories Master	Platinum	Obtain all trophies.

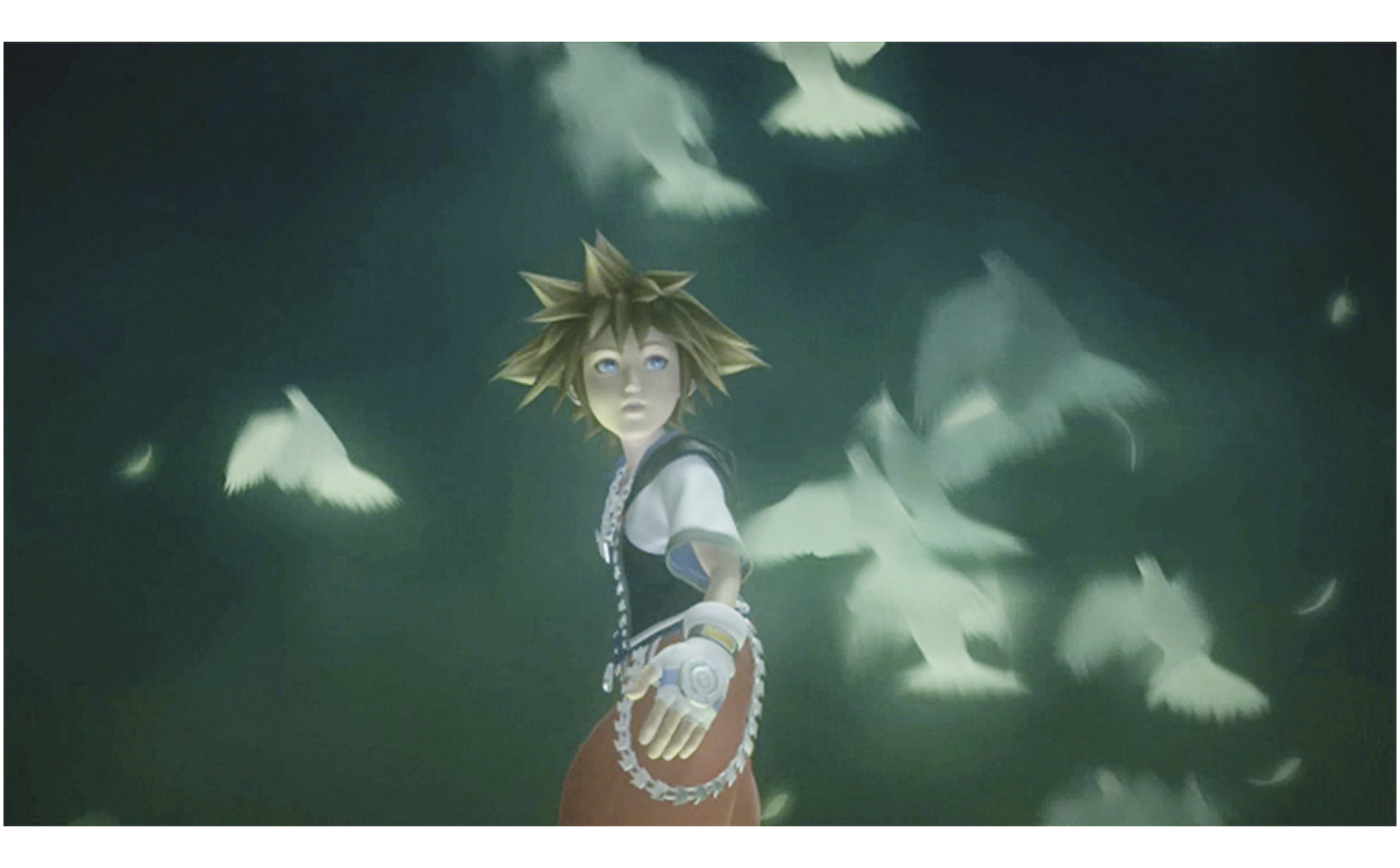
Selecting Kingdom Hearts 358/2 Days from the main menu opens a Theater Mode, which presents over 2 hours and 50 minutes of cinematics that have been remastered in full HD, with scenes exclusive to this collection added as well. As you watch the story of 358/2 Days unfold, you will begin to unlock Trophies as more story scenes are revealed. Aside from the cinematics, selecting Extras on the 358/2 Days main menu allows you to view Roxas's Diary and read the entries written within.

Kingdom Hearts: 358/2 Days Trophy List

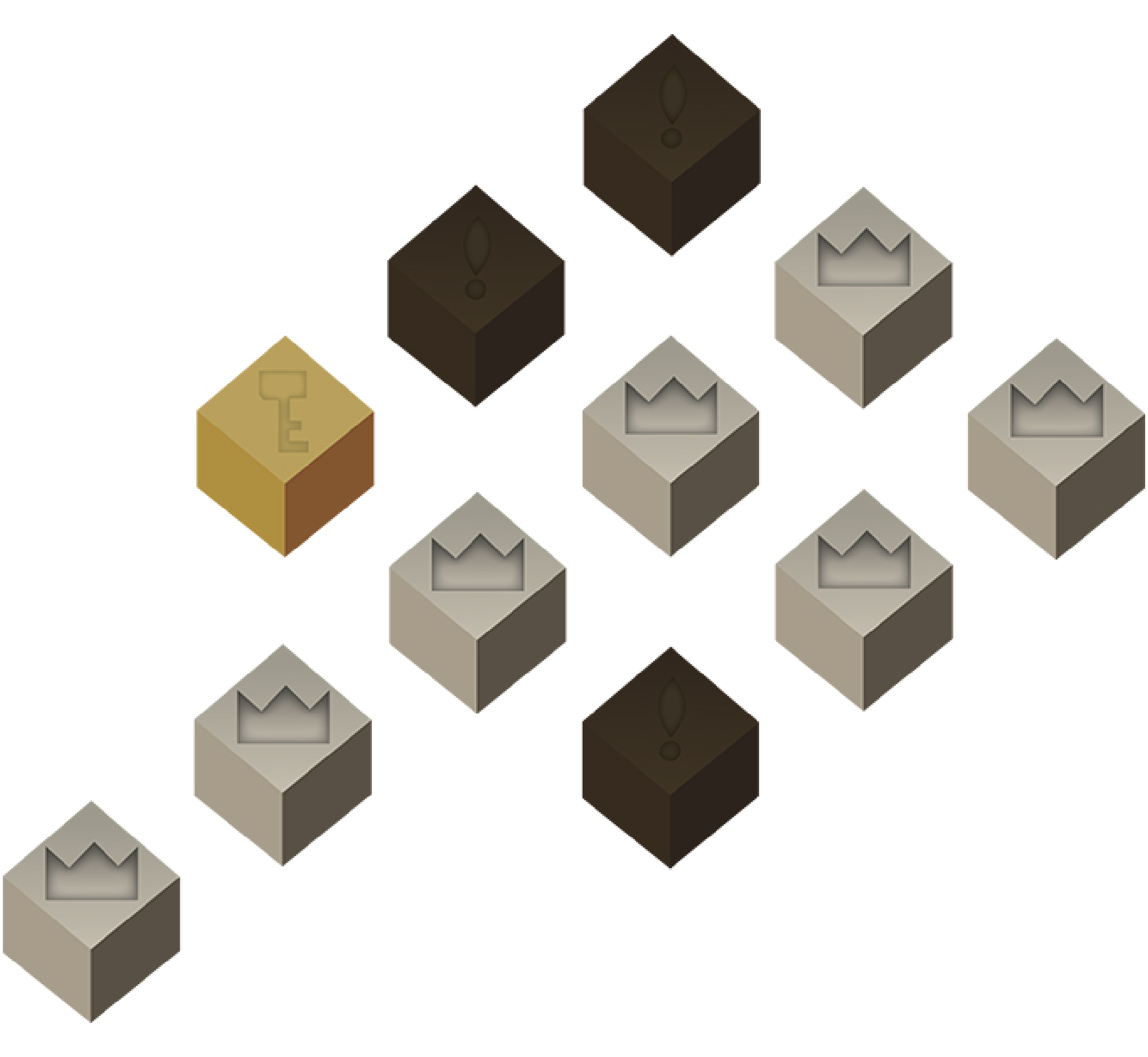
Trophy	Type	Description
Days of Connection	Bronze	View Chapters 1 through 37 from the Chapters menu selection.
Days of Reflection	Bronze	View Chapters 38 through 74 from the Chapters menu selection.
Where the Heart Lies	Bronze	View Chapters 75 through 109 from the Chapters menu selection.
Dear Diary	Gold	View all entries in Roxas's Diary under the EXTRAS option.
Special Investigator	Gold	View all Secret Reports, a sub-section of the Roxas's Diary option.
358/2 Days Master	Gold	Obtain all trophies.

Sora's Story

Sora's Story



Sora's Story Disclaimer



Caution

Kingdom Hearts: Chain of Memories allows you, the player, to freely complete any of the two World Card sets any way that you wish, as it makes no difference to the story which towns you visit or in what order within each set of World Cards. While you are free to proceed any way that you wish, this guide will follow a specific route. If you decide to diverge from the set walkthrough, your Town Map appearance and rooms layout will look very different, as each Town Map references the floor of Castle Oblivion that Sora is currently standing on, and does NOT depend on the World Card your character visits. The World Card chosen to allow travel creates a replica of that world on the floor you are on within Castle Oblivion itself. So if this guide proceeds to Agrabah on the second floor after the first world Traverse Town, the map will be the same, even if you decide to go to Halloween Town instead. Thus, for the maps in this guide to retain their accuracy, it is necessary to visit the worlds in the order in which they appear in the walkthrough.

Riku's Story: Reverse/Rebirth

Caution

Kingdom Hearts: Chain of Memories allows you, the player, to freely complete any of the two World Card sets any way that you wish, as it makes no difference to the story which towns you visit or in what order within each set of World Cards. While you are free to proceed any way that you wish, this guide will follow a specific route. If you decide to diverge from the set walkthrough, your Town Map appearance and rooms layout will look very different, as each Town Map references the floor of Castle Oblivion that Riku is currently standing on, and does NOT depend on the World Card your character visits. The World Card chosen to allow travel creates a replica of that world on the floor you are on within Castle Oblivion itself. So if this guide proceeds to Agrabah on the sub-level B11 floor after the first world of Hollow Bastion, the map will be the same, even if you decide to go to Neverland instead. Thus, for the maps in this guide to retain their accuracy, it is necessary to visit the worlds in the order in which they appear in the walkthrough.

Castle Oblivion

Sora's back, boys and girls, his coveted Keyblade in hand. While his new venture takes place after the original Kingdom Hearts game, the previous game does not necessarily need to be played to understand exactly what is going on, but will help to understand the recurring characters' motives and earth-shattering events up to this point.

After starting a new game, you are treated to a rather lengthy opening cinematic, which continues from the point at which the first Kingdom Hearts game ended. During the cutscene, an ominous, cloaked figure from the Organization appears to Sora. The mysterious man delivers a pretty dark omen before disappearing, leaving the quartet to ponder his words. Immediately after, Sora, Goofy, Donald Duck, and Jiminy Cricket make their way to Castle Oblivion. Once they enter, they all have a feeling that King Mickey is around. The ominous figure follows them and relays some interesting information. Just a little memory-swapping, nothing too dangerous. During the scene, the dark figure hands Sora the World Card for Traverse Town. World Cards are a must for inter-world travel. The world selection screen appears, prompting you to select Traverse Town as the first destination.

Traverse Town

Upon entering Traverse Town, the strange man in black explains even more about Sora's predicament. This begins a battle tutorial to get you acquainted with the controls. The tutorial is pretty straightforward, with explanations for using Cards during battle. Each Card performs an attack, while a face Card (like Goofy for example) will enact a special ability. The Donald face Card uses a magic attack, while the Goofy face Card uses attack strength. After completing the tutorial, Sora obtains the Key of Beginnings Card, which is the first of many Cards to be used in the game.

When Sora finally becomes playable, you are free to run, jump, roll, or swing your Keyblade around. A menacing barrel drops down in front of you and must be destroyed. Congratulations! You obtain a Map Card for picking a fight with a barrel. These Map Cards fulfill some very important functions in the game as well as a strategy for getting from one point to the next. On the front of the Map Card is one of three colors: red, blue, or green. Also on the Card will be a picture and a corresponding number. Each Card has a different purpose and will change the characteristics of the room you want to enter based on what is explained on the Card. For instance, if the door requires a red Card with a number 3 on it, you must have that corresponding Card to enter.

Note

Some Cards may have the color and the number you want, but they also will spawn tons of enemies that attack you relentlessly. Another Card of the same color and number may cause all the Heartless in the room to be put to sleep, making it easy to pass by if you want to avoid enemy encounters.

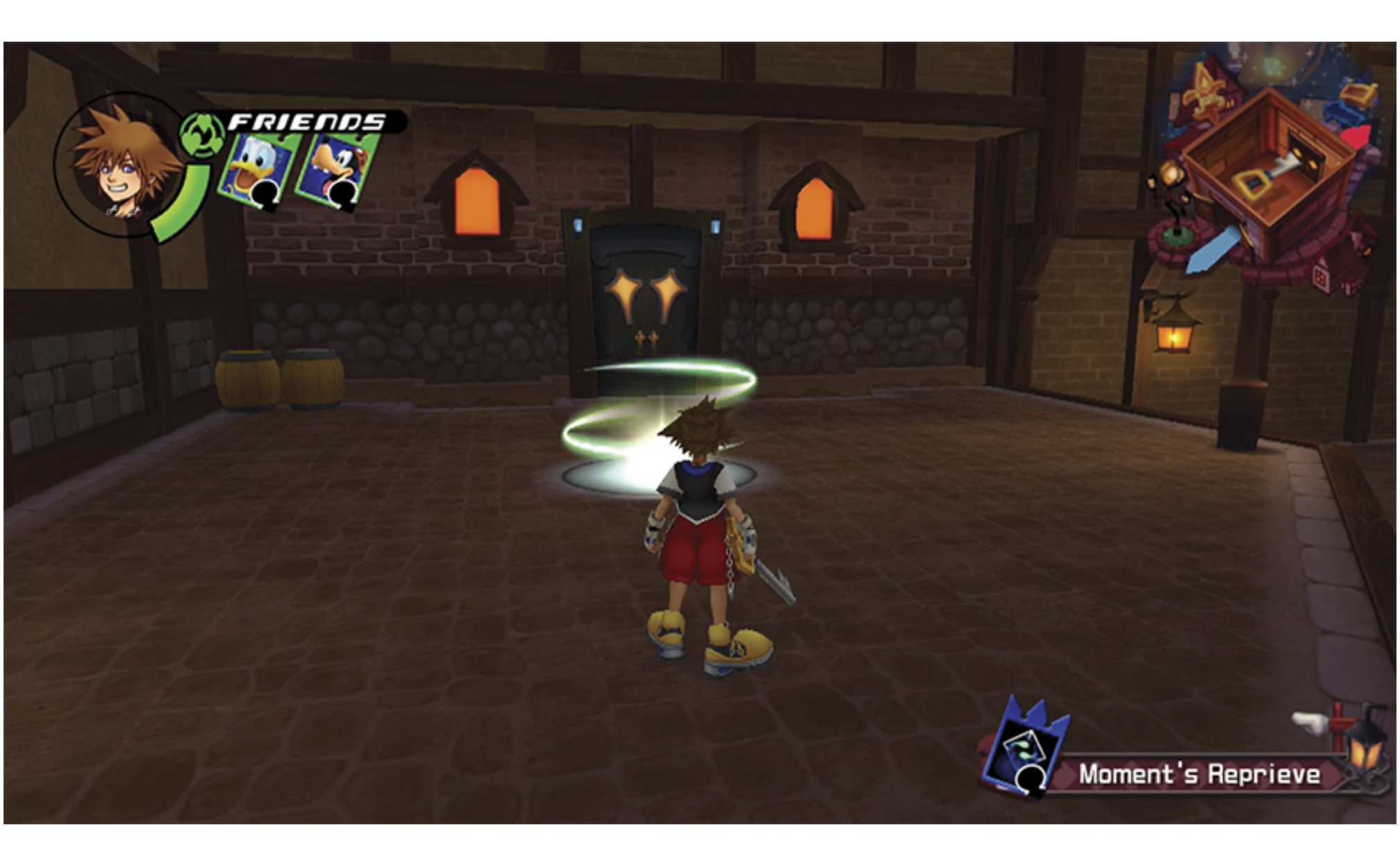
As you proceed a Shadow Heartless picks a fight with you. Show it who's boss and throw a box at its head if you wish.

Tip

Throwing boxes or barrels sitting in some rooms at an enemy will cause them to become stunned. If you then engage the enemy in battle, the enemies in battle mode will all be stunned for a short period of time. This can give you the upper hand and be a great way to preemptively strike your opponent.

Once in battle, use whatever Attack Cards you have to finish the job. Beat the enemies into submission to receive a Map Card for your efforts.

You are now able to venture on through the only door in your path. Use the Map Card to pass through the door. Once Sora comes through the other side, the path becomes quite linear and very easy to navigate. A save point appears and a short explanation comes with it.



Press ▲ while standing on the save point to save your progress up to this point.

Tip

Smashing the barrels in the rooms is a great way to obtain Map Cards, Key Cards, or Moogle Points.

Continue through the door by pressing ▲, then use the correct number Card to enter the next door.

Now a few Shadow Heartless will engage you in combat, depending on which Card you used when creating this room. Engaging in random encounters not only helps Sora level up, thus becoming stronger, but also gives you a chance to collect more Cards to access the upcoming doors. That being said, the Cards you will receive will most likely be red Cards that spawn Shadow Heartless at this point.

Tip

Spending ten to fifteen minutes to grind levels at this point will not only add a few level ups, but will also help you stock up on extra door Cards.

When you are ready to move on, you must proceed through the special door with the crown imprinted on the top of the door. Doors with crowns over them require special Cards called Map Cards to open them. Open this crown door with the Key of Beginnings Card to advance the story.

Upon entering the room, Goofy and Donald surprise you by jumping out from behind you. Along with Jiminy, the four of you attempt to understand how you came to be in Castle Oblivion AND Traverse Town at the same time. Jiminy proceeds to explain that this is not the real Traverse Town, and that the Card created Traverse Town inside Castle Oblivion. Sora eloquently shouts that the party must stop talking and move on. Just then, Leon enters the room. Apparently he is having the same problems, because he has no idea who you are and thinks he is in the real Traverse Town. Something is terribly wrong here.

Shortly after the strange conversation, Leon will teach the function of different Attack Cards called Keyblades. Leon begins by explaining Card strengths and breaks, as well as a how-to on using Sleights, an important quality of the game. Leon kindly gives Sora the Simba Summon Card.

HP
CARDS
09
3
4
5
6

Sora acquires the Key of Guidance Card, which has the exact same function as the Key of Beginnings Card and will be used for opening crown doors. Sora automatically exits the room and appears back in the first area. Now run to the second door and unlock it with the Map Card it specifies and proceed to the next area.

Once inside you will find that whatever was printed on the Map Card is what takes place inside the room, so be cautious of what kind of room you create. At this point, however, you will have a Card that spawns enemies. Avoid them if you wish, or fight them to gain extra experience and a few more Cards. Whatever you decide to do, remember to break the boxes and barrels in the area to gain some Moogle Points and possibly a new Card. Again you are faced with a crown door. Now that the Key of Guidance is in your sweet little hand, you can gain access to enter this crown door as well.

Another scene unfolds with Aerith, Yuffie, and Leon, along with Sora and company, discussing their apparent memory loss. What does it all mean? After the discussion, Sora obtains the Key to Truth Card, which will open the last crown door in the next area. View your map to see the last room and make your way there by opening the last numbered door and finding more Shadow Heartless on the other side. Again you can proceed past them, or attack them while they are the most vulnerable.

Note

The Moments Reprieve Card will create a room with a save point.

Caution

You are about to encounter your first boss battle. Save your progress before going through the last crown door.

After you are ready to proceed, use the Key to Truth Card to open the last crown door and meet up with Cid. After Cid mentions something about a large Heartless that rings the bell in the bell tower, a bell is sounded and a vertically inclined purple machine jumps down in front of you, automatically starting the battle. This Heartless is named Guard Armor, and it is clear he doesn't like you.

CARD BREAK
HP
HANDBAGS
CARDS
01
6
5

Boss Battle: Guard Armor

Being the first boss, Guard Armor is not overly difficult; simple enough so that players will not verge on the edge of insanity, but not quite a cakewalk either. His body splits into five parts: the body, two arms, and two legs. To defeat this boss, his body parts must be systematically destroyed. Guard Armor's arms and legs can be overcome by simple Keyblade Card attacks, while healing when necessary.

After Guard Armor's arms and legs are decimated, focus on the body. Be cautious though. At this point his body will start spinning around at random, making this part a bit tricky. Nevertheless, teach that purple mechanized brute a lesson. Remember to heal when you can and finish him off with some well-placed Keyblade strikes.

Tip

The Dodge Roll move will be your best friend and, when used accurately, can ensure that you take as little damage as possible.

Sliding Dash
11
HP
SUITS DRESSES
HOTEL
CARDS
09
1
5
6

After Guard Armor is defeated, a cutscene follows in which Aerith warns Sora that his memories may be false. Subsequently, Sora is free to continue on his path. Run up the ramp, then finally climb up the ladder. Conveniently enough, a save point is waiting for you at the top of the ladder. Use it and move through the door via a numbered Card.

A cutscene is triggered, and the black figure appears. His tone is a bit more menacing than before, and a new enemy—Axel of the Organization—emerges behind him. Unfortunately for him, you are well equipped to handle him. Your second boss battle begins now!

HP
Fire Wall
CARDS
07
1
6
4
2
3
5

Boss Battle: Axel

This fight is not very difficult if you maintain the same battle tactic as before, alternating between Attack Cards, Summon Cards, combos when necessary, and the occasional heal Card. Axel performs some nasty flame attacks with his two circular blades, and this is the first boss battle that will use Sleights against you, which can combine on you and inflict significant damage. Rolling and dodging these attacks can be tricky, however Axel announces his stronger moves very openly, giving you enough of an opportunity to anticipate and react. Axel begins by using Fire Wall, which appears exactly as it sounds, making a wall of fire around Sora.

Tip

Your Dodge Roll can roll you right through a Fire Wall attack without taking any damage.

It is best to dodge this if you can, as it will damage you moderately if you don't. Axel then teleports around you instead of actually moving as you do. Watch out for his other strong attack—Chakram Throw—which can make this fight a bit frustrating if you get caught in its wake. This fight is a short one if you know what you are doing, and can be made shorter if you use Ice Magic Cards, because Axel's element is fire. Upon achieving victory, you are given a Fire Magic Card for your efforts.

Tip

Use Blizzard as much as possible, which can cause serious damage against Axel.

Another cutscene begins and Sora acquires a new World Card like the one you used to enter Traverse Town. Axel reappears and informs you to recall all of your memories so that you may find Riku and King Mickey. His last words remain ominous, warning you that if you find all of your memories, "you may no longer be who you are now."

Sora finds himself on the first floor of the Exit Hall in Castle Oblivion. Speak with Goofy and Donald if you wish, then sprint up the stairs. A message appears, cautioning you that if you leave the area, all other rooms that have become unlocked will be erased. If you want to return to this floor later you will need all new Map Cards.

At the top of the stairs, yet again you are welcomed by another cutscene. Jiminy attempts to recall Axel's words and make sense of them. Goofy and Donald prove to be of little help in remembering anything. This is fine, as the truth will be revealed in due time. Before Sora becomes playable again you will receive a PlayStation Trophy called Card of Memories.

You are now on the second floor Entrance Hall. Move forward to gain an explanation of the odd-looking circular object that stands in your path. This is a warp point, and you learn about the concept of warping here. Standing by it while pressing ▲ will open the World Warp menu. Unfortunately this warp ability is of no real use to you at the moment, so you may skip the World Warp menu for now. This skill will be used at greater length later, as it is the key to obtaining some pretty rare Cards.

Note

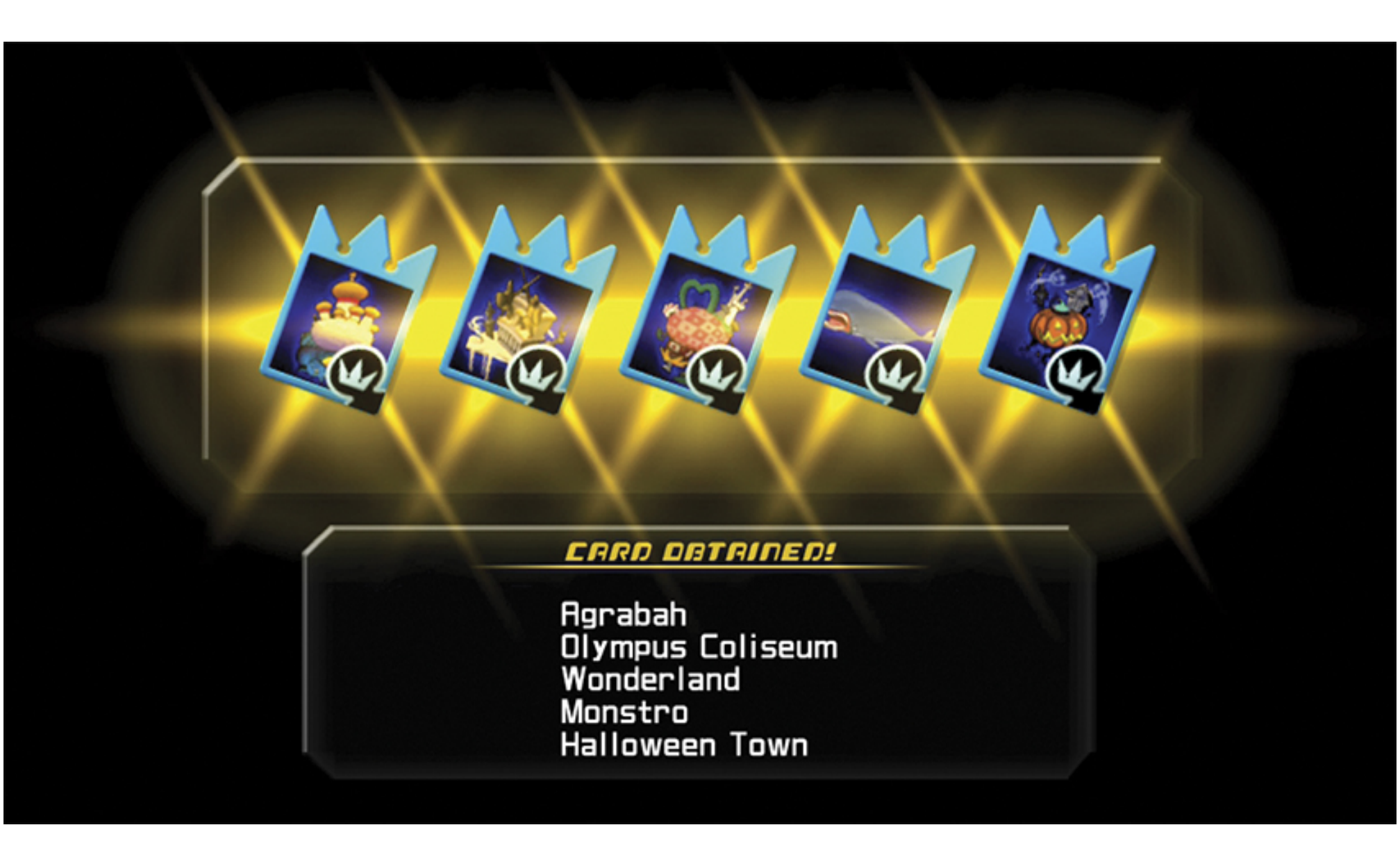
Warping allows you to move freely between floors that you have already completed to access rooms that were previously missed.

A save point is in the current room, so take advantage of it. Then speak with Donald and Goofy, who are still trying to remember that little something. When preparations are complete, hop, roll, or sprint to the large door at the back of the room. From here you are free to use any one of the five World Cards you received after the fight with Axel and progress through the game via any World Card.

Note

Once you enter a world, the enemies will automatically match your current power level and strength, so don't worry about jumping into a world that has enemies beyond your fighting level.

Seeing as you now have free reign to blaze your own trail, this guide will run this course as follows:

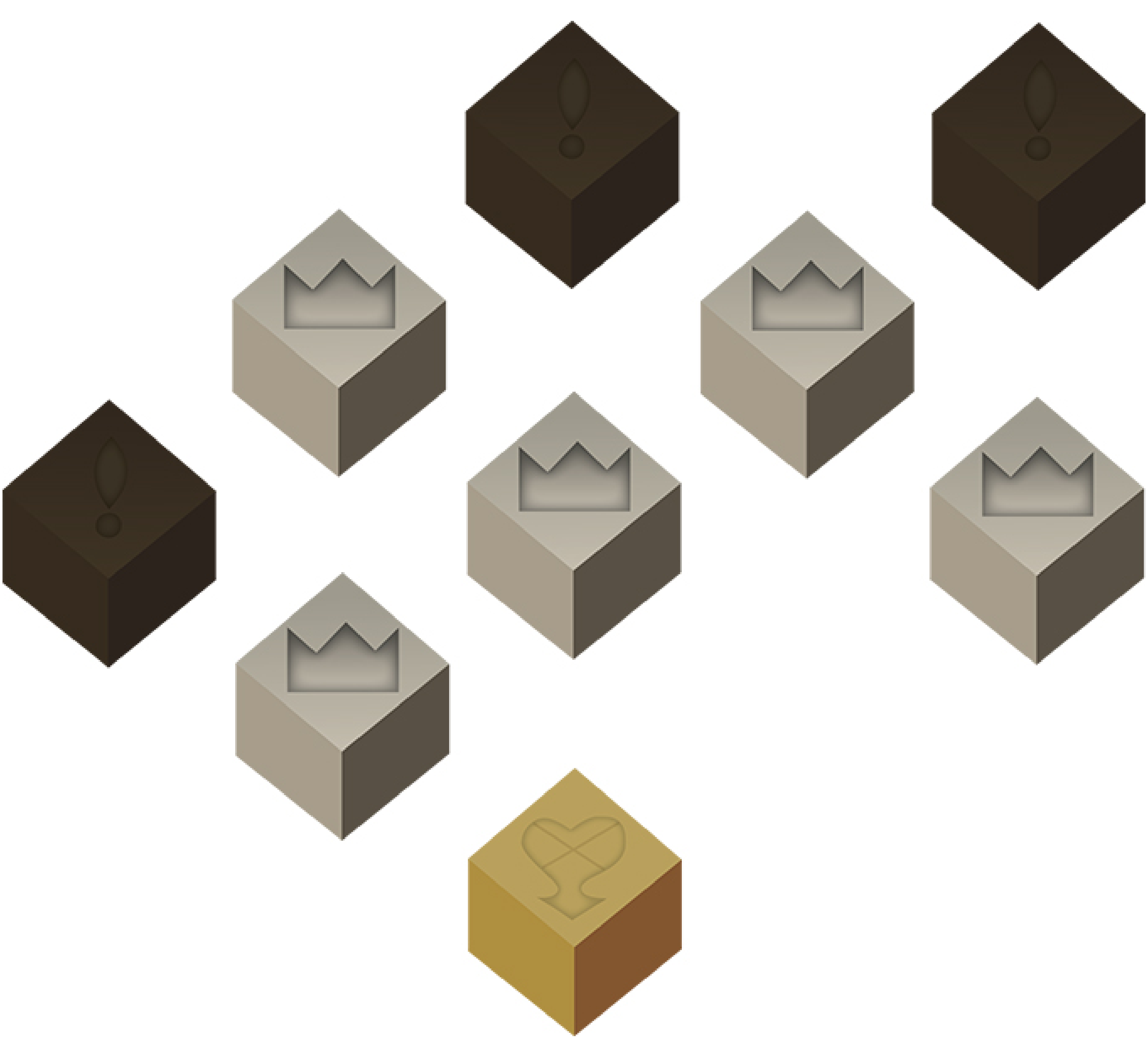


- Agrabah
- Olympus Coliseum
- Wonderland
- Monstro
- Halloween Town

Follow along as we journey on to the land of Agrabah!

Agrabah

As you enter Agrabah, immediately Goofy announces that someone is in trouble. As it turns out it's everyone's favorite street urchin, Aladdin. He appears to have his hands full with Shadow Heartless. Go help the poor guy out, will ya?



You must fight a series of new baddies that try to overpower you with greater numbers. Some new enemies are Bandits, which are not too difficult but have a bit more HP than most of the Heartless that you have encountered. Some other Heartless, along with a very large and Fat Bandit, attempt to squish you into submission. Dodge Roll will become your best friend, as you are attacked from every angle. A new Aladdin Card proves to be quite useful, as Aladdin enters and expertly slashes at anyone in his path with his large Arabian Cutlass. Alternate attacking and healing to succeed in this battle. After the battle you receive a Map Card for your efforts.

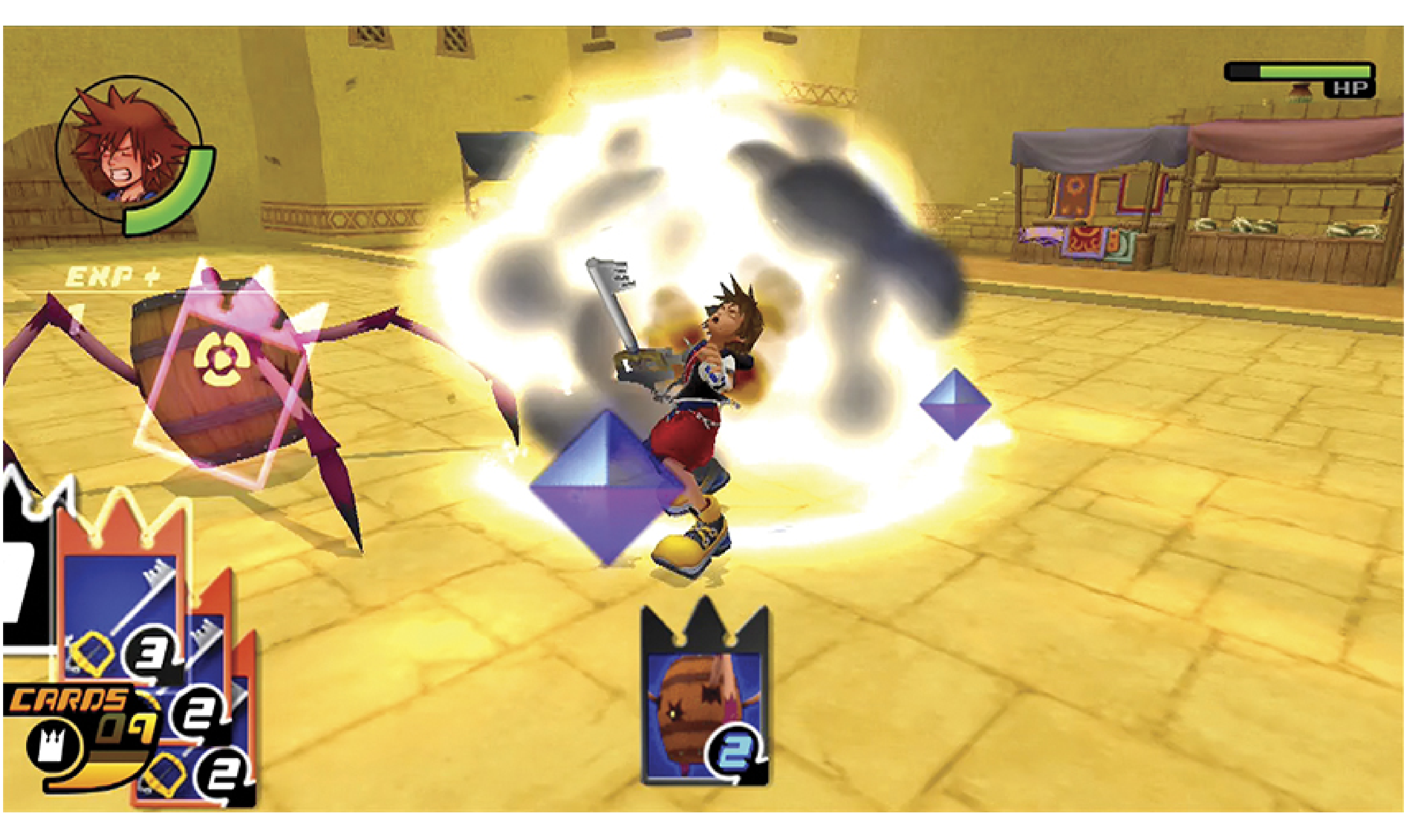
A cutscene follows the battle, which shows Sora and the gang have bit off a little more than they can chew. Aladdin takes matters into his own hands and uses one of his three wishes to have Genie dispatch the remaining Heartless.

You all decide to go along with Aladdin to help him gain access to the palace grounds. The Key of Beginnings Card is now in your hands. From here on you are free to explore Agrabah.

Tip

Break the merchant tents to gain Moogle Points that can be used to buy new Cards at the Moogle Shop.

Be wary, as Heartless are prowling the streets. Running to the left side of the area and smashing the barrels against the wall will introduce you to the Barrel Spider—a new enemy that appears to be a mixture of two parts spider and eight parts barrel.



These guys use kamikaze attacks by running towards you to detonate, causing major damage. These attacks are very difficult to Dodge Roll away from, as your enemies anticipate these moves and follow you anyway, making for some very cheap shots. The trick is to preemptively attack the Barrel Spiders before they have a chance to charge you. Heal as much as you need to, as they can kill you quickly.

After the fight, destroy any other objects on that level and use the Key of Beginnings Card and a green Card to access the room to the left. Aladdin will inform you that Jafar duped him into getting the lamp in the Cave of Wonders and wants to enact some justice on him. After the conversation ends, Sora will be in the main room again. This time sprint up the stairs to gain access to the normal door at the top of the stairs, as you do not possess the correct special door Card to access the room to the left at the moment.

Once through the door, run to the left and use a Card to access the leftmost door. Smash up any objects you see and use the corresponding Card to access the crowned door. Once inside you will see Jasmine under attack by quite a few Heartless.

HP
3
CARDS 00
6

Seeing this makes Aladdin use another wish to save her. Now it is your time for a fight against the Heartless.

Tip

This would be a great place to test out any new Sleights you have learned by this point, as they can take some getting used to.

After the fight you receive an Ether Item Card and a decent amount of experience. Unfortunately for Aladdin, he is not as astute as he should have been, because Jafar steals his lamp and Genie along with it. Jafar deceptively staged that scene with the Heartless to ensure Aladdin would use his second wish. Now it is Jafar's turn for some wishes. Jafar uses his first wish to bring Jasmine to him. Sora, Aladdin, and the gang are left alone to ponder their next move.

After the cutscene, you find yourself in an Unknown Room on the map. This time Sora has the Key to Truth Card, which will open that crowned door left all the way near the beginning.

Before you head for that door, create a Moogle Shop room to trade in or purchase any Cards you want. The Moogle shopkeeper generously gives you a new Card stack for visiting him for the first time. Pretty sweet, yeah? Buy or trade any Cards you wish, then move on back through the rooms to the locked crown door. Use the Card you gained from the previous fight to open the crown door. This time Jafar appears extra creepy, with Jasmine lying unconscious beside him. Sora and Aladdin trick Jafar into using his second wish, which only enrages him further. Jafar uses his last wish to become a Genie himself. This small action begins a rather large boss battle.

Boss Battle: Jafar-Genie

Jafar, simply put, is invincible. You cannot even touch the hair on his pointy goatee. The trick here is to focus on his bird Iago. The trash-talking parrot flies around the room, clutching the lamp in his feet. Actually attacking the bird can be pretty difficult, since he will be flying out of Sora's reach as often as possible. On top of that you must dodge Jafar's attacks, which can easily take you unaware if you are too preoccupied with combating up Jafar's partner in crime.

Tip

Make sure to target Iago with , as he can be quite difficult to make contact with otherwise.

Jafar leads by his most classy move, the Boulder Throw. This can be simply avoided by Dodge Rolling or hiding behind a risen platform. Card Breaks also dispatch the boulder by breaking the attack. The next attack Jafar uses is a smash attack that decimates anyone standing below it. Dodge Roll or jump out of the way to easily avoid it. Last, but certainly not least, Jafar will attempt to end you by shooting an energy blast at you with his eyes. Roll behind a platform so as to avoid connection, as this beam can be quite devastating.

Note

In this fight you may get a Gimmick Card, which is a green Card with the outline of Mickey's head. These Cards act as an assistance, which can give you the upper hand. In this fight the Gimmick Card will raise the entire arena floor to the highest level, making it incredibly easy to run up on Iago, target him, and unleash the most devastating attacks you can before the Gimmick Card's effect wears off.

If you can avoid all these attacks while systematically cutting Iago down, you will rise victorious and earn the Jafar-Genie Enemy Card. Following the battle, Aladdin uses his friendship powers to free Genie from his eternal imprisonment. To show his thanks, Genie gives Sora the Genie Summon Card to be used in future battles.

Tip

This Summon Card can be very handy during normal enemy fights, since Genie can cast Stop on the enemies in the vicinity, giving Sora a huge upper hand.

Sora finds himself in the last room in Agrabah, which has a tall ladder and a save point at the top of it. Now is a good time to climb the ladder and save your progress as it has been quite a while since a save point has been available.

Note

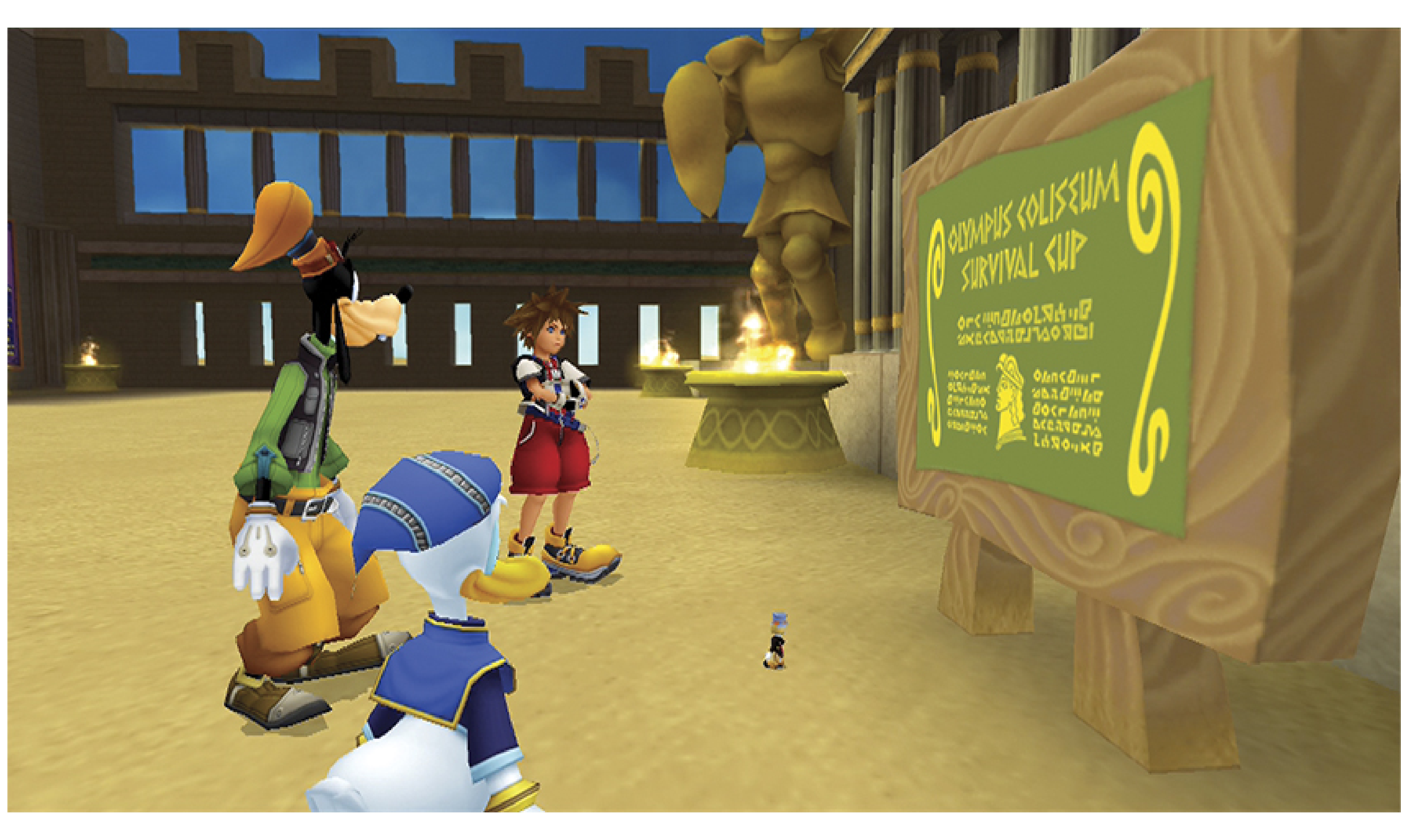
There is one last door yet to open in this area, however you do not have the Map Card to access that room. Sora's only option is to continue on through the door by the save point.

Sora and the gang discuss what has happened up to this point. Goofy remembers an important bit of news, and Jiminy's record keeping skills are not as keen as he once thought. After the scene you find yourself in the second floor Exit Hall in Castle Oblivion. Talk to Goofy and Donald if you want, and then move up the stairs. The gang discusses the chance that their memories were erased, and that if they continue on, they risk losing more parts of their memories.

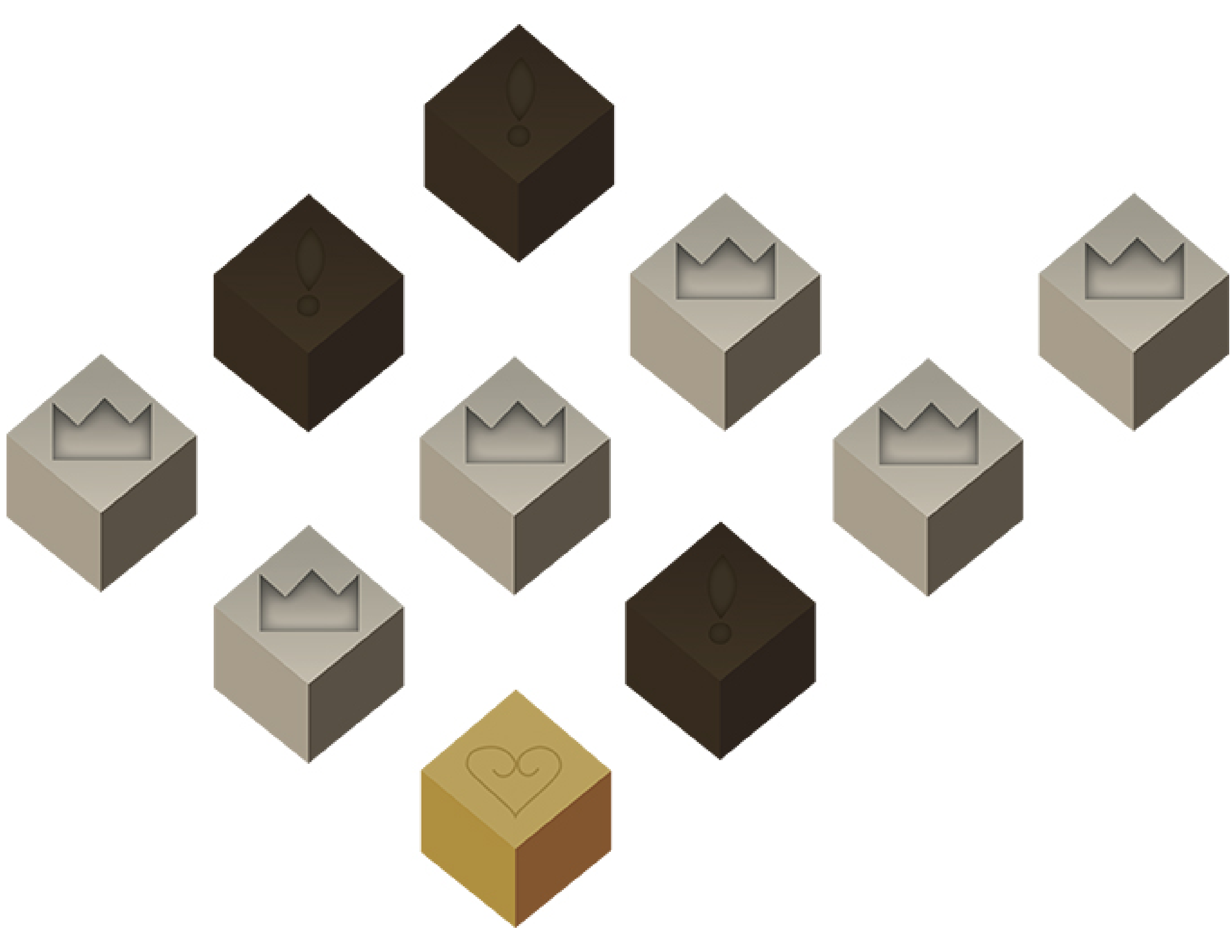
After the short cutscene finishes, you will now be on the third floor Entrance Hall. Use the save point before moving on, ignoring the Warp Point along the way as you still have no need to warp to a previous location at this time. Proceed to the large door to use the World Card to travel to Olympus Coliseum.

Olympus Coliseum

Olympus Coliseum



Upon entering the new world, Donald sees a bulletin board with an announcement that speaks of a contest called the Olympus Coliseum Survival Cup. As you expect, Sora and the guys will need to enter this to progress through the story. Reading further gives details about the great hero, Hercules, who is also entering the competition for the Cup. Sora has a bit of a competitive personality, and cannot pass up this chance to challenge a demigod. However, before entering the main event, a preliminary course must first be completed—and it is straight ahead.



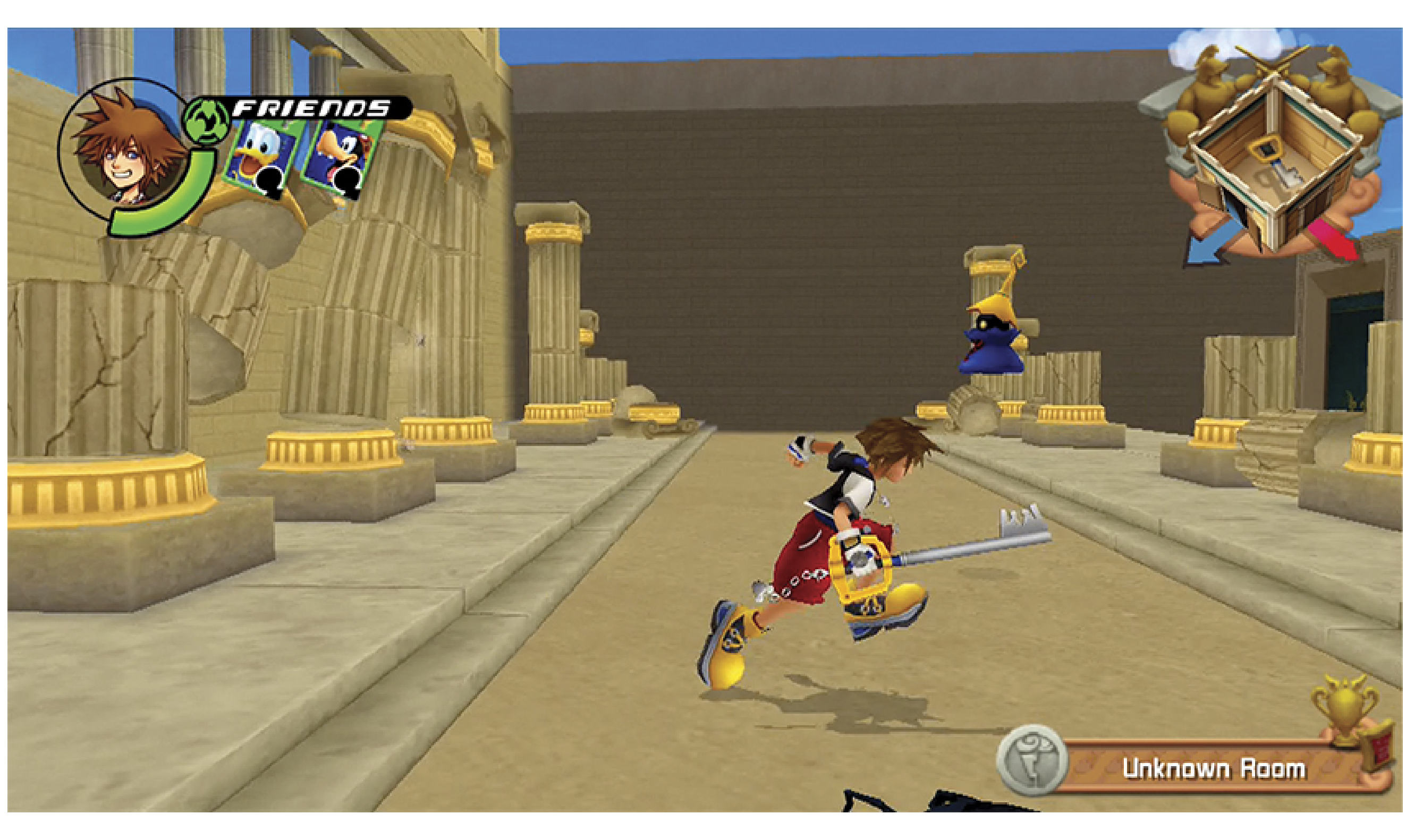
Unfortunately, Hades has other plans for you. He has hired the Final Fantasy hero, Cloud, to thwart your efforts. If you're not careful, you might get Omni slashed in the spleen. Apparently, Hades hired Cloud to take out Hercules. Cloud made the deal with Hades so that his memories would be restored. Seems like everyone is having a little trouble recollecting his or her past.

When you gain control of Sora again, you now have the Key of Beginnings. In this new area your destination is the door to the right of the middle of the room.

Tip

On either side are pillars, and the cracked ones can be destroyed for more Moogle Points.

Fight a few Heartless if you like, and then pass through the door.



Once through the door, smash a few Greek statues and barrels on your way for more Moogle Points and possibly a few Cards. You do not have the special Keycard to open the crown door, so the only way from here is through the numbered door. Use a Card to gain access to the next room.

Note

If you do not have the correct numbered Card, run back to the previous room and fight some baddies to collect a new supply of Map Cards.

From here you only have one route, since the crown door is not available at this time. A special Card to open crown doors is needed to enter here, so go through the next numbered door and on to the next room. Just as before, the crown door is inaccessible, so once again move through the numbered door, using the corresponding Card. In the next room, you will finally be able to access a crown door by using the Key of Beginnings.

Tip

On the World Map, the next location in your path is the glowing room with the exclamation point. Remember, if you ever get lost, be sure to look at your map.

Use the Key of Beginnings Card along with two other number Cards to open the special door. If you do not have a high enough number Card, then you will have to fight a few more Heartless to gain one.

Tip

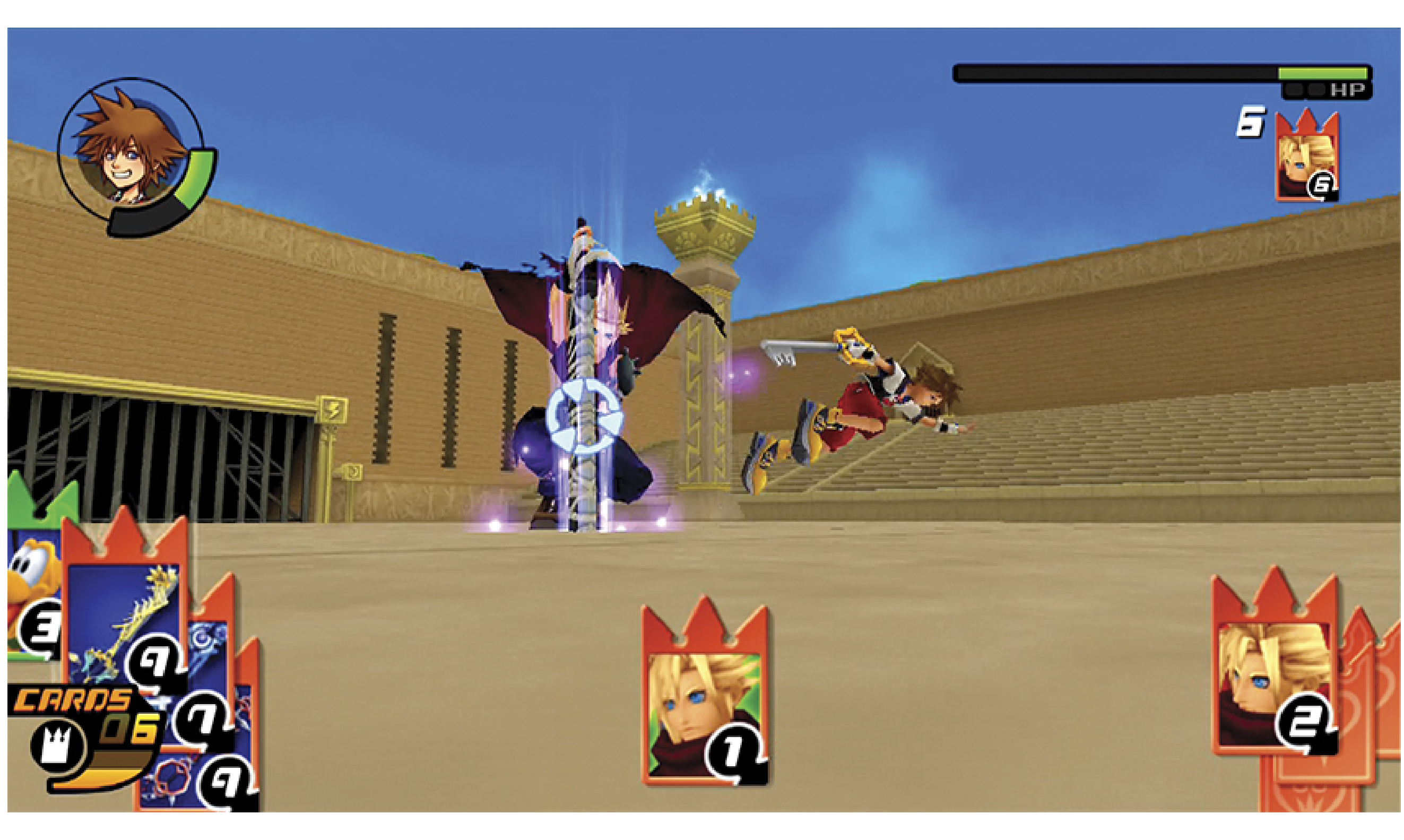
This place is full of strong enemies, so it's a prime place to level grind, which is a good idea to ensure victory in the upcoming boss battle.

Soon after you enter the room, you are greeted by Phil, the gruff friend of Hercules. He talks about canceling the competition for the Cup since nobody could get through the "prelims", however the entering of Cloud encourages Hercules to continue the games. You gain the Key of Guidance and are directed back to the second room on the map, where you will eventually face Cloud.

Tip

Before you take on Cloud, make sure you are fully equipped with strong Attack Cards and Magic Cards, especially the Fire Magic Card.

After preparations are complete, use the Key of Guidance to enter the crown door on the map and get ready for a fight! Cloud is waiting for you as you enter. He mentions that he is not there to fight you, but is waiting for Hercules. And he is playing for keeps.



Boss Battle: Cloud

While Cloud Strife was quite the warrior in Final Fantasy VII, he has lost some of his skill, as this fight is not very difficult. There is no real excellent strategy to defeat this spiky haired blonde, except for the usual standby strategy of attack often and heal when necessary. Cloud's attacks include an easily dodged three- to four-hit combo that he finishes with a dive attack. His other move is another combo attack where he dashes at you several times with his blade. Be sure to bring in some 0 Attack Cards if you have any so that you can break Cloud's attacks as often as possible. Use Fire Magic from a distance and then, when he is recharging, run in close and use Sleights or combos to inflict major pain. Cloud's moves are not difficult to break or dodge, so do what you do best and swing away with your Keyblade to your heart's content.

Tip

Cloud has no long-range attacks, so staying out of range causes him to use up his deck, thus making his recharge times longer and longer.

After finishing the battle, Sora receives the Key to Truth Card. Beside the locked door that requires the special Key to Rewards Card to access, the only other door that's left is the crown door at the top left of your map.

Note

Key to Rewards Cards are rare. If you obtain one, be sure to use the Warp Point at Castle Oblivion to warp back to any world and access these rooms. They contain rare Cards and Sleights!

Proceed to that door and use the Key to Truth Card to enter. This is where it gets a little more difficult as your next boss battle is about to begin.

Caution

Bring in at least two Cure Cards into this battle. You're probably going to need them!

Boss Battle: Hades

While this battle is a bit more difficult than the fight with Cloud, it's not all that difficult if you know what you're doing. Hades has two color modes: blue and red. While he is blue, he will mostly be floating around and using a close-range fire attack that should not be too hard to break. After you have delivered a large enough beating, Hades will change colors and begin using more devastating attacks.

Tip

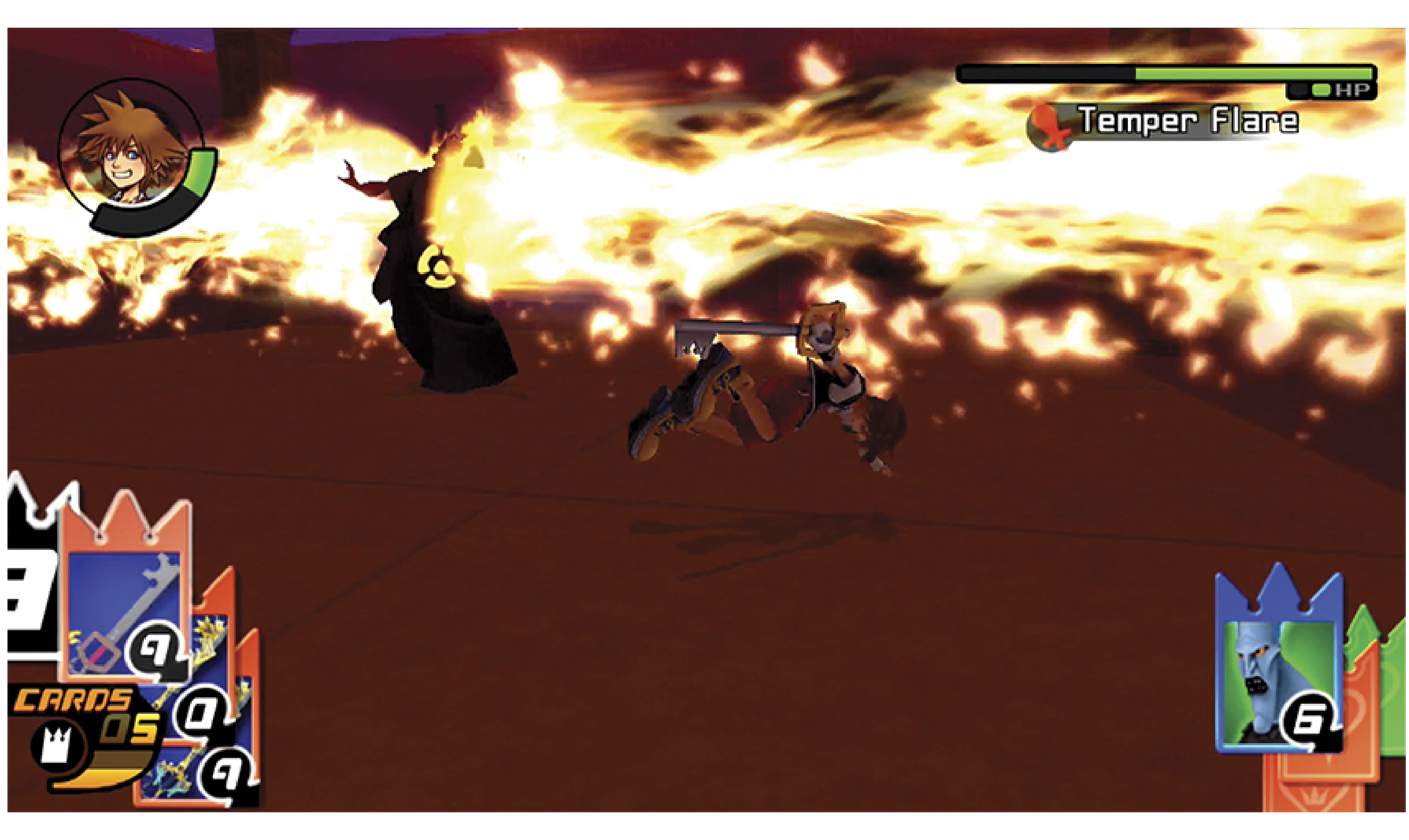
Hades will use up his Cards at a rapid rate, so staying away from him while he does this will leave him wide open while he recharges his Cards.

Try to get behind him while he is in his red form and deliver as many blows as you can.

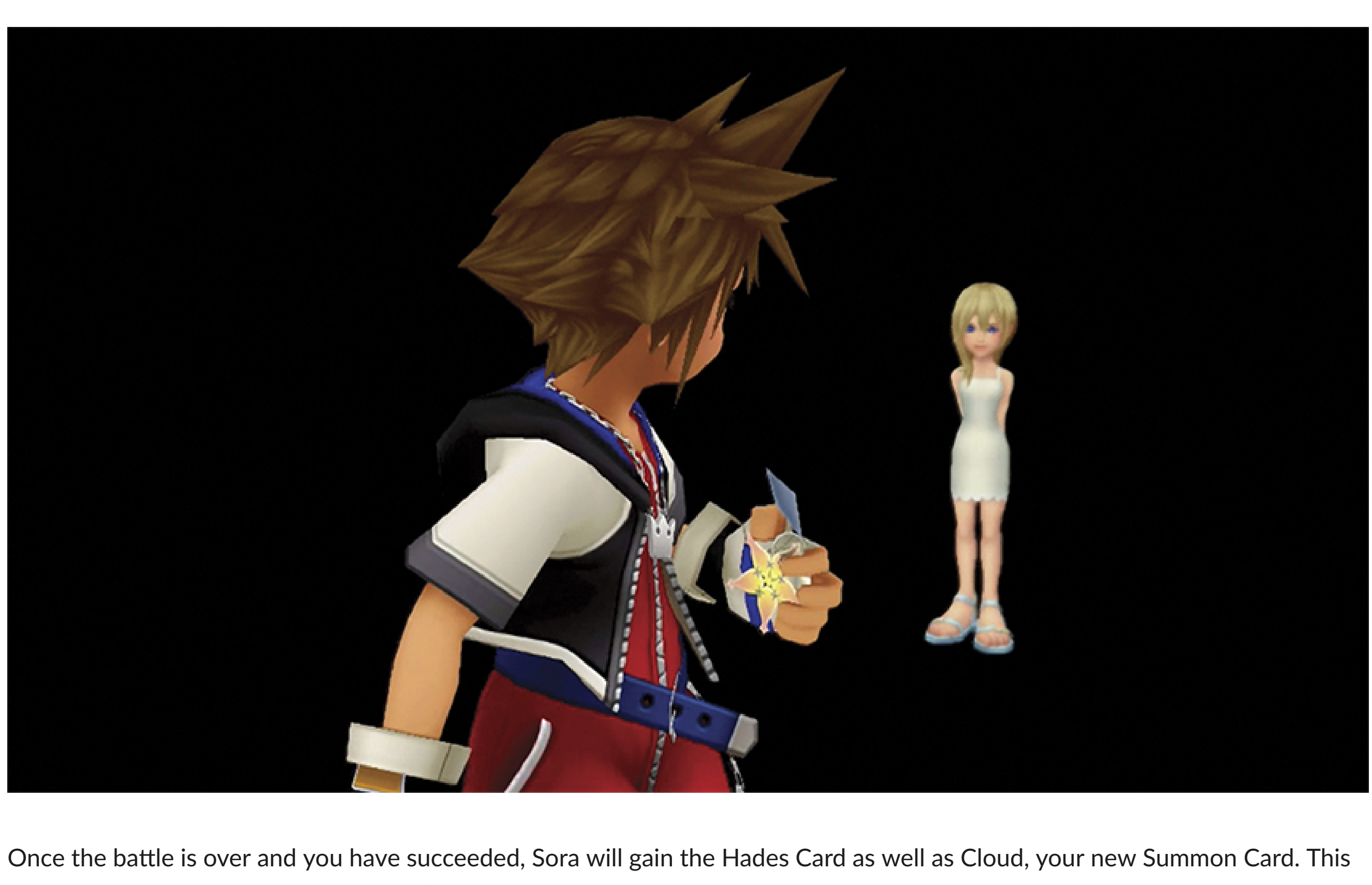
Tip

Staying to Hades' front side while he is on the offensive will encourage him to use his close-range flame attack, which causes a lot of damage. Stay at a distance until his Cards are drained to avoid that type of attack.

Eventually Hades changes back to his original form. Hades attacks are as follows:



- Hades uses a close-ranged attack where he points his finger at Sora and launches a flame attack. (Doesn't he know that pointing is very impolite?)
- Hades throws a large ball of fire that is pleasantly easy to dodge.
- Hades changes into his enraged red form, which makes his attacks much more powerful.
- Hades creates a wave of fire that extends from his arms and spins around in a circle. This is especially difficult to dodge or break, so you might have to take a beating with this one until you get the hang of it. The trick is to roll under the flame just before it gets to you. He performs this attack during his transformation, so when this is occurring, give the man some space!

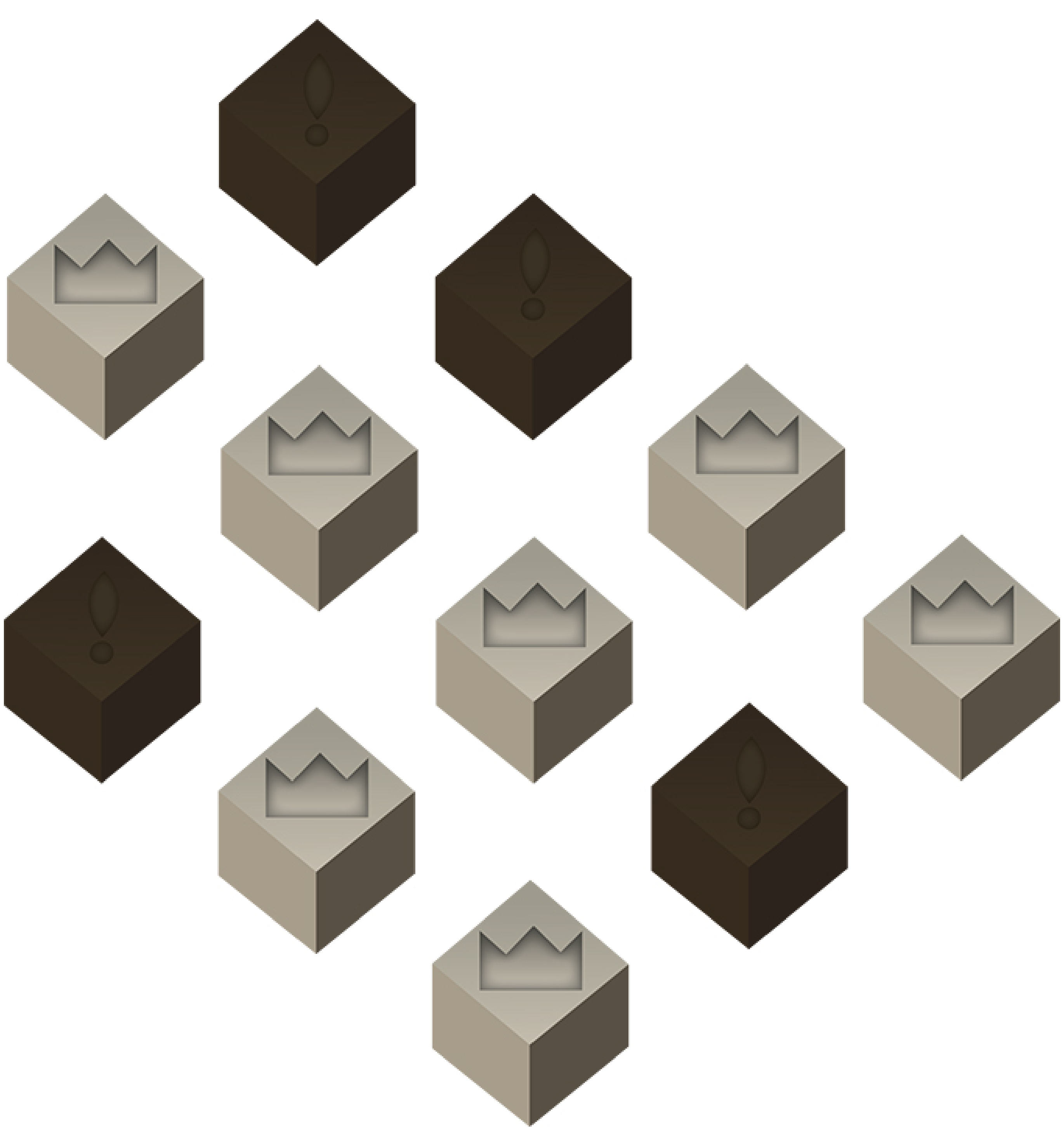


Once the battle is over and you have succeeded, Sora will gain the Hades Card as well as Cloud, your new Summon Card. This concludes the Olympus Coliseum. Don't forget to save before you move through the last door to Castle Oblivion.

Once Sora is back in the castle, run past Donald and Goofy and up the stairs to have a run-in with Axel and Larxene, a female member of the Organization. After their discussion, Sora, Donald, and Goofy have another conversation about forgetting the memories they forgot to remember to forget...or something like that. Suddenly, a mysterious blonde woman comes to Sora in a vision and then quickly disappears. Who could it be? Once Sora snaps out of it, you are now in the fourth floor Entrance Hall. Time to move on to the next world—Wonderland.

Wonderland

Sora and the gang appear in this new land of, well… wonder. He and his compatriots are taken by surprise by a well-known rabbit with a severe lack of punctuality. The White Rabbit is late, for some trial apparently, and runs off in the direction you need to go. Battle a few Heartless en route to the only door, located to the left in this room.



FRIENDS
Unknown Room

After using the correct number Card to unlock the door, take on whatever Heartless the Map Card instigates, then smash some trees and pummel some presents to obtain more Moogle Points and health orbs. The enemies in the world have stronger damage and are harder to dispatch, however you will gain more experience that you can wave a stick at.

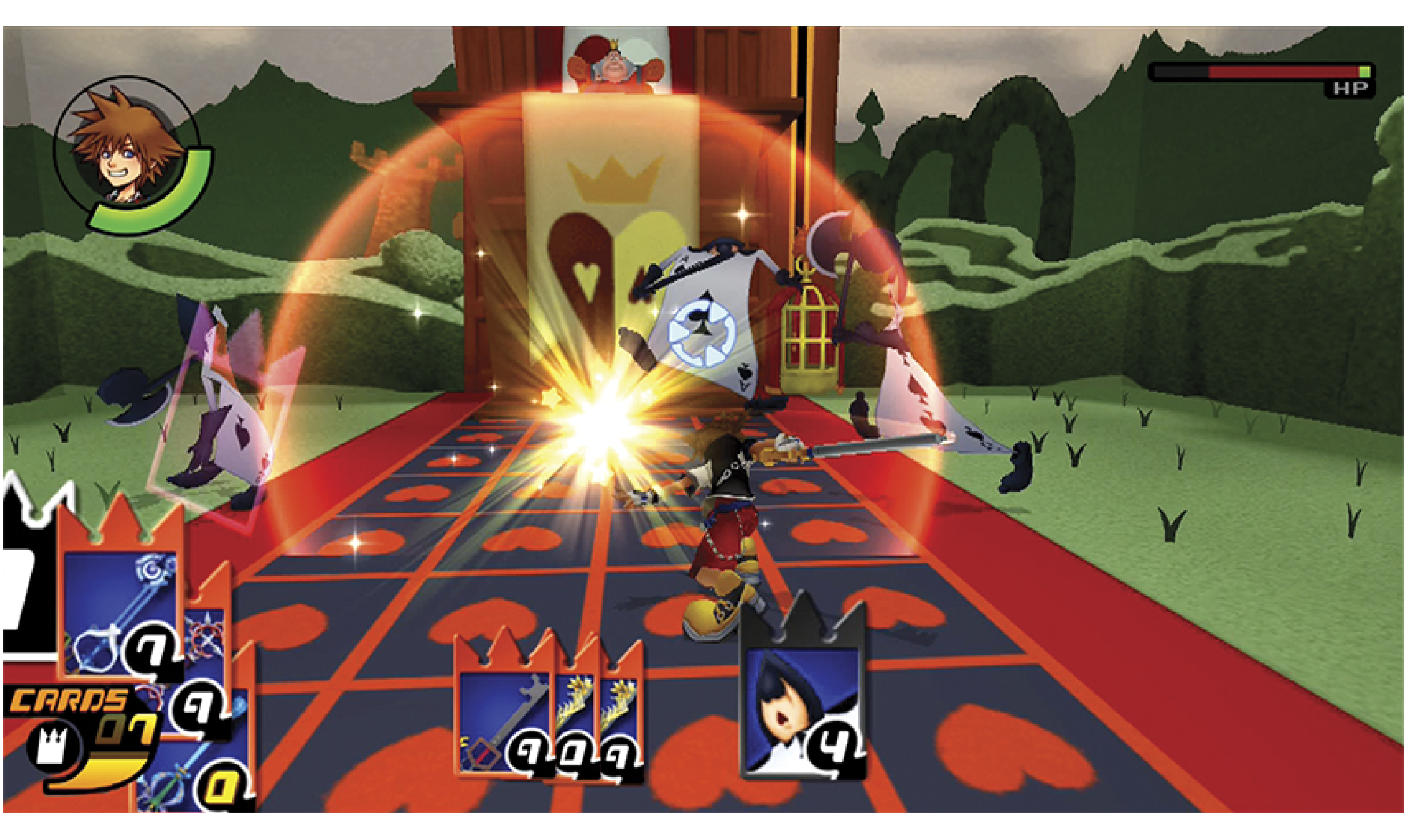
Tip

These enemies drop a healthy amount of experience, so It may be worth your while to level grind a bit before the upcoming boss battles.

This trial is a farce!
You should investigate before
you arrest innocent people!

Once you proceed through the door, you will be in a room with three doors leading in different directions. The Card to access the door to your right is not in your possession, so this narrows your choices down to the other two. The door in the center provides access to another room that you may enter if you wish, however this way ends abruptly because you will most likely not have the Key to Rewards Card yet to access the special room from there. That narrows it down to the door to your left. Enter this room and find two other doors leading in different directions. The numbered door leads to another room that will be blocked for Sora for the time being, as you do not have the Map Card to open it at this point. For now, the only way to proceed is through the crown door.

This path leads to a sobering sight. You stumble upon a horrified Alice who is about to be put to death by the Queen of Hearts. As one may predict, Sora demands a stay of execution, thus dragging you along for an easy and quite laughable battle with an Army of Cards.



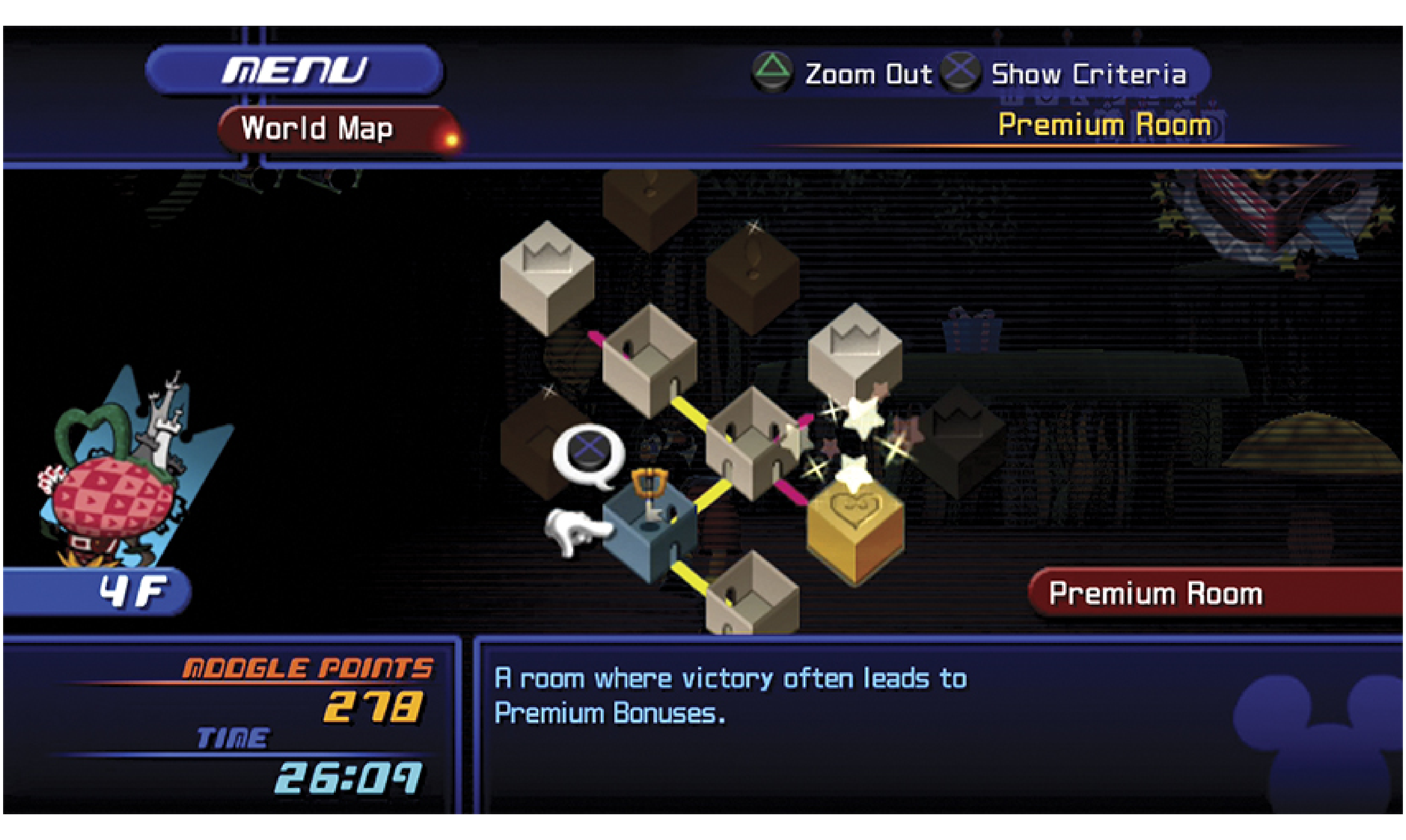
Boss Battle: Army of Cards

While this is technically more of a mid-level boss, it is nothing too difficult to overcome. These Cards are a bit more difficult to defeat than your normal Heartless in that they have quite a bit more HP and defense, so take care and heal when you can. That being said, they are not a major challenge. By this point you should have a pretty decent arsenal of Magic and Summon Cards to help deal with these enemies, so use them as freely as you wish to defeat all the Cards. There are three waves of Cards and each wave has more and more Cards, intent on lopping off your head. The Queen is a bit abrasive in that way.

Tip

To take down many Cards with one stone, try Summon Cards, such as the Simba Card, that affect groups of enemies.

Just attack, use Summon and Magic Cards, and heal occasionally and the fight will be yours. After the fight, you gain the Card Soldier Enemy Card.



A room where victory often leads to Premium Bonuses.

Turns out that while you were defending Alice's honor, she was able to make her escape. The Queen of Hearts is none too pleased with you dispatching so many of her finest soldiers, and sends another deck of Cards after you. Sometimes, true courage is knowing when to run. A short cutscene shows Sora, Donald, and Goofy sprinting away, with Cards giving chase.

Once outside, you are in the giant courtyard from before. Head through the door to your left and into the next area. This is the room from before with the three doors. This time take the right path, since you now have the correct Map Card to enter here. Use it and proceed through to the next room. Alice is there and seems grateful for what Sora did for her.

That's all I'll say. The rest
is for you to figure out.

While Sora is speaking with Alice, the Cheshire Cat appears. He claims that the Queen will hunt you down until she inevitably catches you and then will undoubtedly lop off your head for everything you have done. The best defense is a good offense it seems, and your only option now is to take the fight to the Queen of Hearts herself. After the rather enlightening conversation with the Cheshire Cat, you receive the Key to Truth Card. A boss battle is coming and there is no way around it. From here head through the door to your right. In the next room, take the next door on your right. Once in the next area, take the door straight ahead of you. Lastly, climb the ladder to your left to access the crown door.

Tip

If you need to, edit your Cards now before entering the crown door to prepare for another boss battle. Make sure to bring in Fire Magic, since it is like a homing missile that follows the target once it is shot.

Boss Battle: Trickmaster

The master trick to Trickmaster is to lock on to him, since the area that you lock on to is the only area in which he will receive damage. This boss has an affinity for fire. He will use that element all over the place, so the Dodge Roll will be your best friend through this fight. His first attack is a lot like Sora's fire attack, so dodging it will be moderately easy. Next, Trickmaster will walk across the room. This may seem odd, but once you catch a glimpse of his razor blades for feet, you will understand. Simply roll out of the way to avoid his sharpened shoes.

Tip

Getting too close for too long will cause Trickmaster to slam his arms down on your position, causing a gigantic shock wave. The best defense here is to jump over it and then go on the offensive, attacking Trickmaster with three-hit combos and Fire Magic Cards.

The best chance for attack is when Trickmaster gets ready to perform his other powerful two-armed attack where he twirls his staff and bends down for the assault. He will take a break and ready himself, which grants you ample time to run up on him, Keyblade swinging.

Note

If you can get the Gimmick Card, this will restore the table and chair in the center of the room, which is a great way to climb up to Trickmaster's height and strike him with three-hit combos.

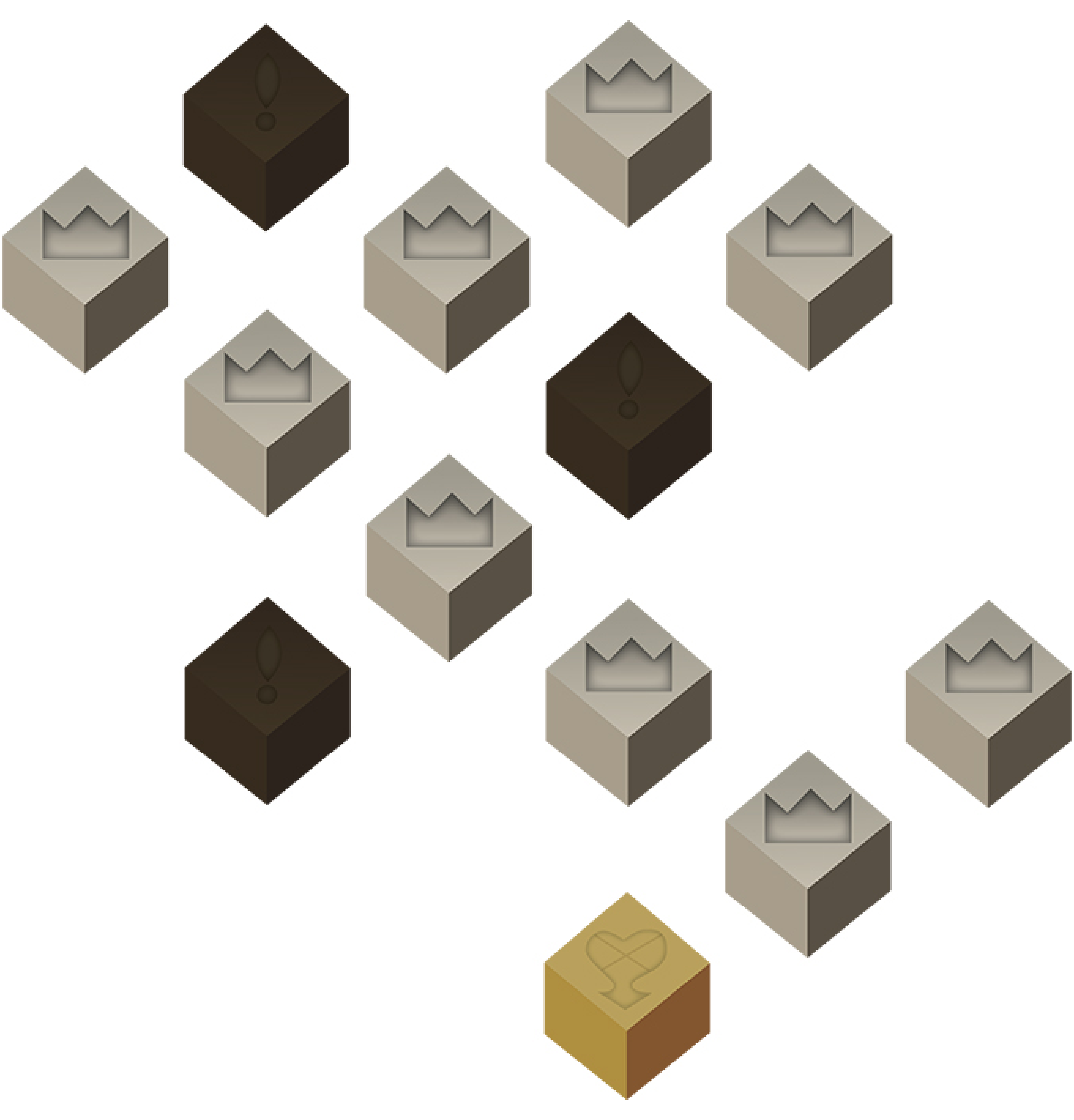
After this master of tricks falls for the last time, Sora is given the Trickmaster Card and an exit from Wonderland.

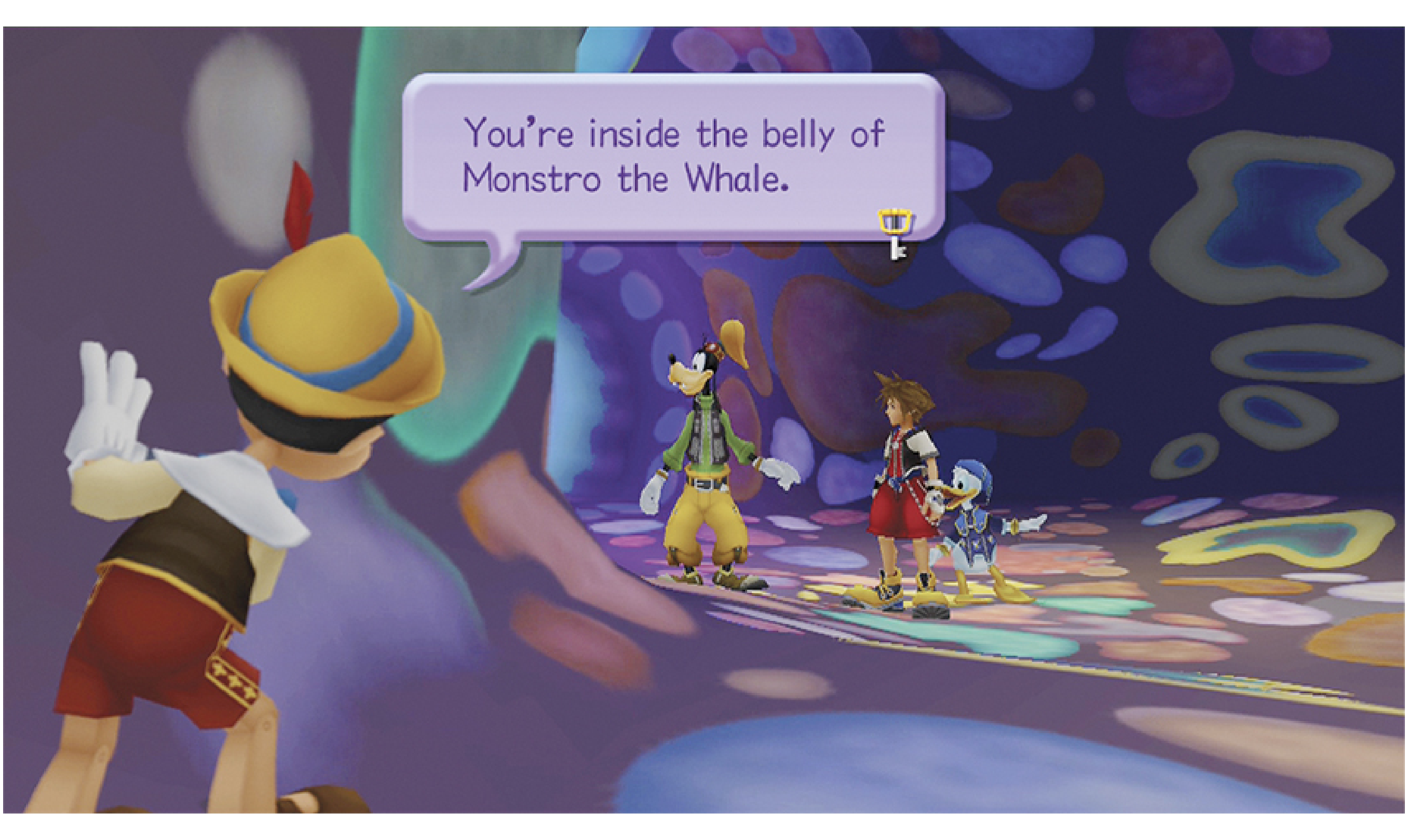
Back in Castle Oblivion, you learn a bit about a blonde girl named Naminé, who Sora suspects is his friend from childhood. The reason she is prying into Sora's head now is a mystery. It must be Castle Oblivion's effect on the mind. That being said, there is not much you can do about it for now. While on the fifth floor Entrance Hall, save your progress, and then continue to the door in the back of the room to be transported to Monstro, the next world on our list.

Monstro

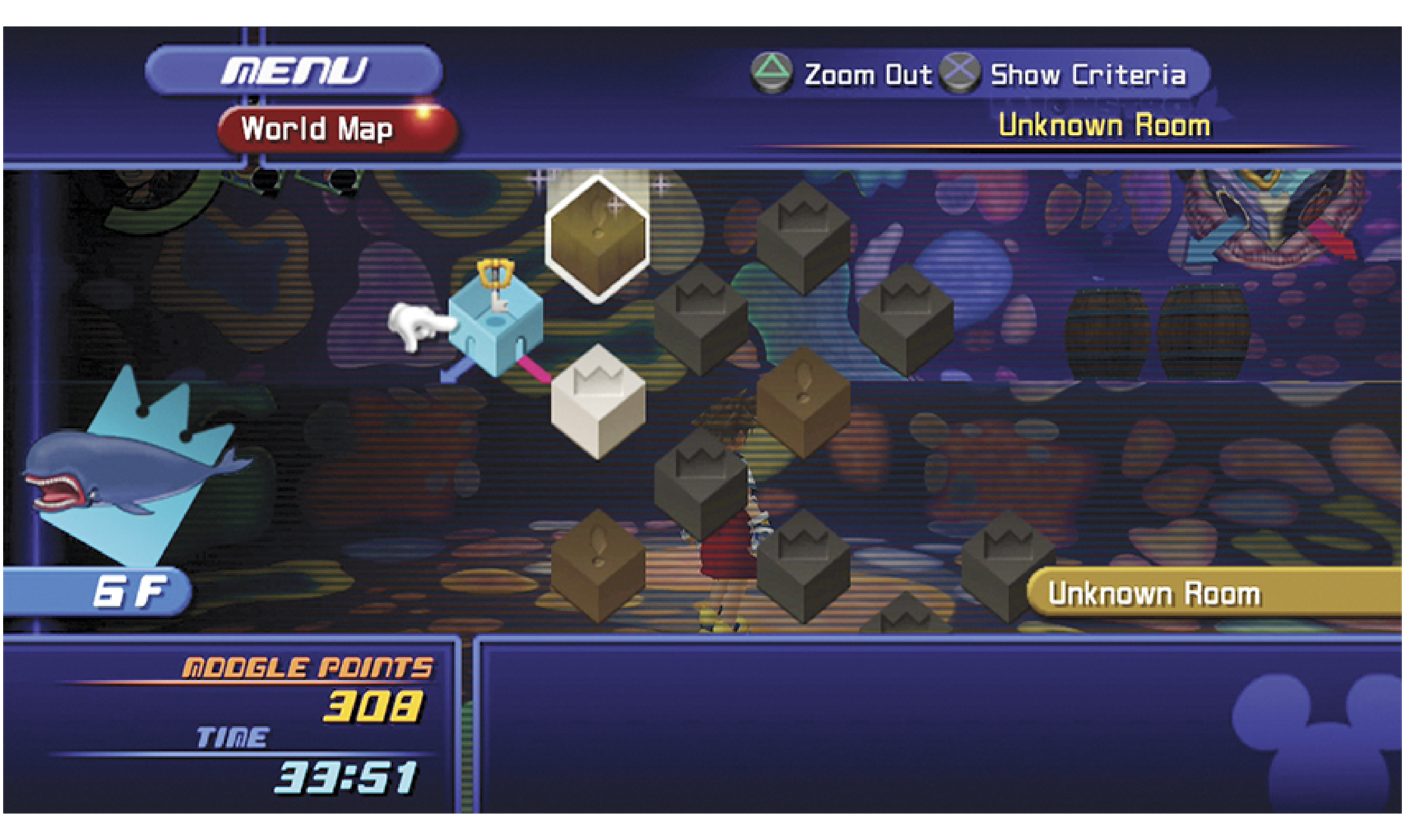
Monstro

The terrain here is soft and spongy, and the smell of fish is in the air. You are really in the belly of the beast now—Monstro the whale's belly to be precise.





Pinocchio informs you of this as he peers at you from around a corner. Things have taken a turn for the weird, and there is no going back now. Pinocchio now gives you the Key of Beginnings for agreeing to helping him and his father escape this moving prison of blubber.



The starting room has two doors. From here, the doors seem to intermingle and no one way is the right way. The target is the glowing room on your World Map, and the goal is to make your way there as best as you can. From the first room, exit through the door to the right. This will lead to another room, in which you will need to move to the door straight ahead to the north of this room. In the next room, take the door to the right, following the path laid out by the map. Once in the next room, there is one more door to pass through by using the corresponding Map Card. After entering the crown door by using the Key of Beginnings Map Card, you meet Geppetto, who asks you to find his son before something terrible happens.

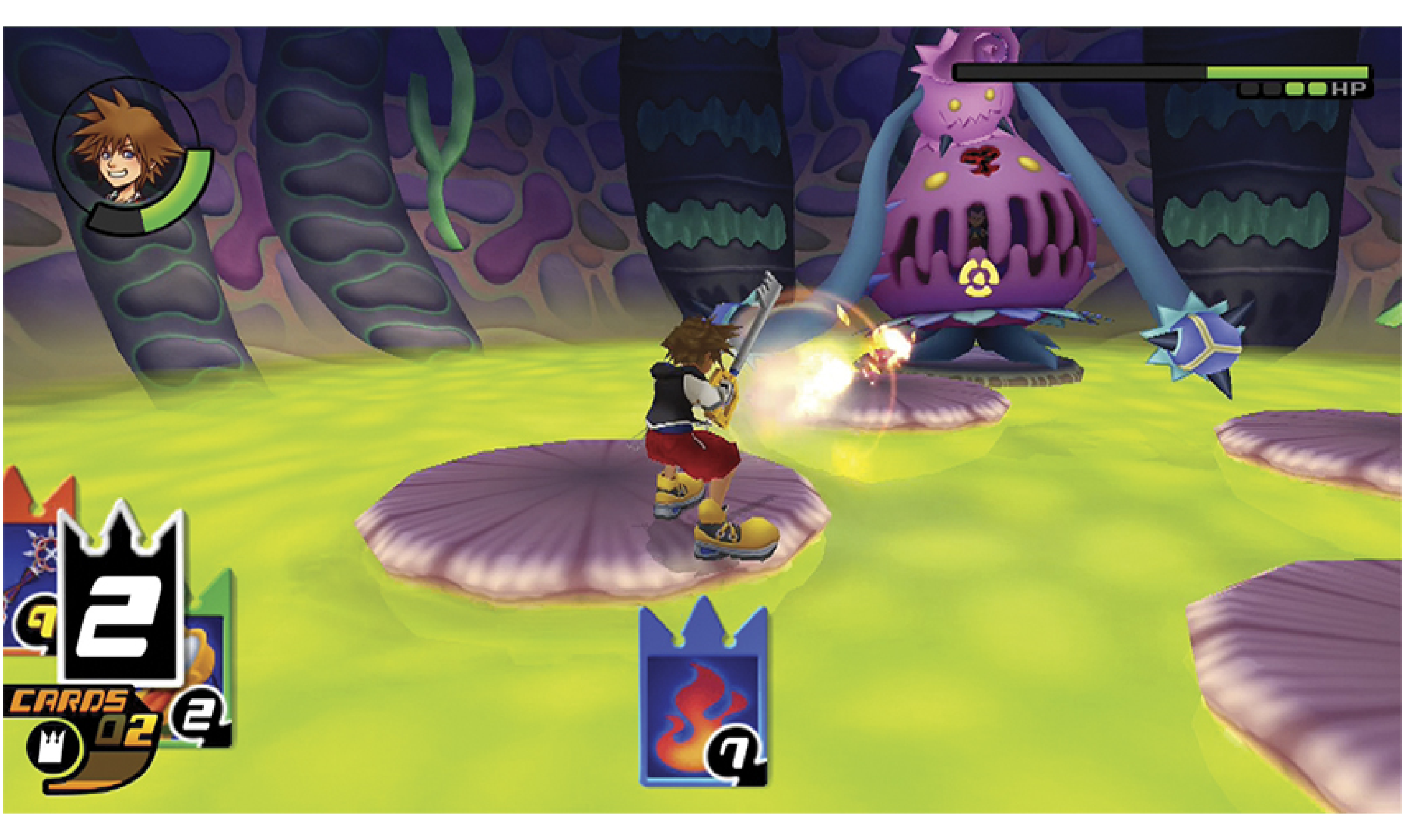
Put yer trust in Goofy!

Sora now gains the Key of Guidance Card and the High Jump ability. This new ability can be used on all those hard-to-reach places and is very helpful when dodging fierce area attacks from regular enemies and during boss fights.

Sora then finds himself back in the previous room, and must proceed through the door straight ahead. Pass through this number door, then left through the door in the next area. From here, move through the next door straight ahead and enter the following room. Up ahead is a crown door, so be sure to have your Cards edited and in order, because once you enter that crown door, you will be playing for keeps. It is time for another good ol' fashioned boss battle.

Note

This next boss battle has a certain acidic quality to it, so ensuring at least two or three Cure Cards are in your deck would be a smart move.



Boss Battle: Parasite Cage

This boss by itself is not all that fear inducing or difficult. The real difficulty is the fact that you have to navigate three constantly rotating platforms that float on top of concentrated acid. Performing Sleights, or even simple Card attacks, can be a hair-pulling ordeal. Summon Card attacks can be especially frustrating to pull off while staying off of the acidic floor. Falling into the acid cancels out any Sleights you were performing as well as deals damage to you. It is highly suggested to use fire magic, as it deals a good amount of damage and stuns Parasite Cage.

Tip

Fire Cards also allow you to attack from a distance while keeping your footing on the rotating floor panels.

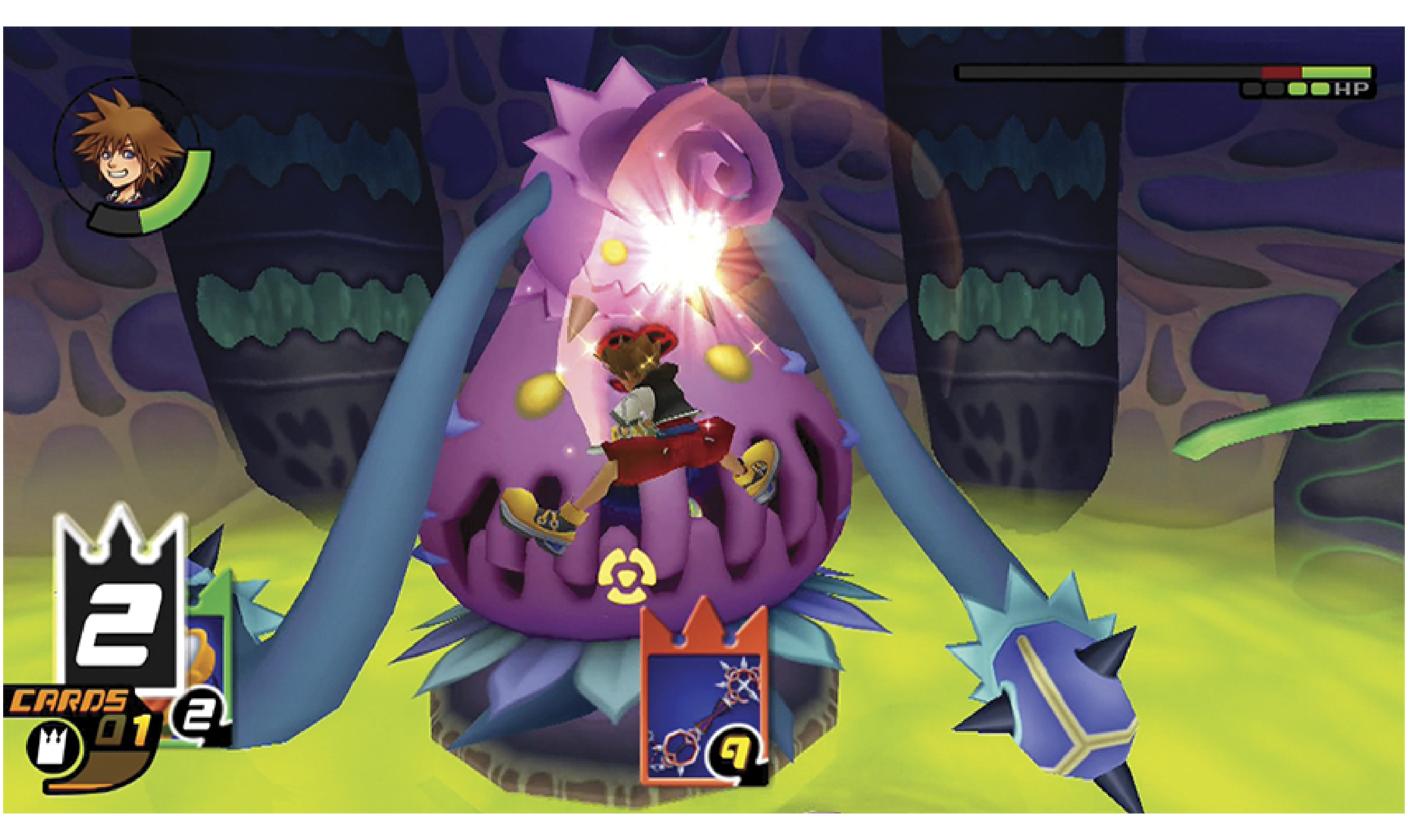
Parasite Cage's moves include:

- Parasite Cage uses its tentacles to slam down on the platform you are standing on, causing the platform to fall into the acid. It's best to leap off the platform when you see this coming.

Tip

The High Jump ability will make it much easier to hop from platform to platform while avoiding any of Parasite Cage's area attacks!

- Parasite Cage throws a large ball of acid at Sora. This can be easily broken if you have the heroic fortitude.
- After you deplete about a quarter of Parasite Cage's HP, it will start using an attack that is not easily broken or dodged. Parasite Cage essentially launches across the room, targeting Sora and causing major damage. You definitely want to roll or jump to the side before this hits you. Even if you land in the acid, the damage you take from that greatly pales in comparison to the attack from the launching move.



The best method is to run up on Parasite Cage with a full attack deck and swing away until you have exhausted all of your Cards. Sure, the acid floor will hurt you, but the damage is so minor that you will barely notice it. What you will notice, however, how much lower Parasite Cage's HP is after one of those barrages.

Tip

The fastest way to defeat this boss is to run up directly in front of this beast and lay into it with your best combos, ignoring the pain from the acid, while simultaneously using high-level Cards to break Parasite Cage's offensive moves. After your deck is exhausted, jump to the furthest platform, heal, recharge, and repeat the process. You will be surprised at how quickly you will deplete its life gauges.

Whatever you decide to do, keep your wits about you, along with a few Cure Cards, and you should cut this parasite down to size. At the end of the fight you get the Parasite Cage Card.

Let's wait a while.
Let's do it again!

After the fight, make your way to the last crown door on the map and proceed through. Did you think the fighting was over? Well, you would be wrong.

Tip

A series of enemies are coming up, so using the Moments Reprieve Card to create a save point allows you to catch your breath and regroup.

In the last room, you have to fight a constant wave of Shadow Heartless in an attempt to aggravate Monstro into cutting his losses and spitting out Pinocchio and Geppetto. During the fight, the goal is to make the gauge on the right side fill up completely, which may take a long time. Stick with it until you succeed. After the fight you get a good amount of experience and the Dumbo Summon Card.

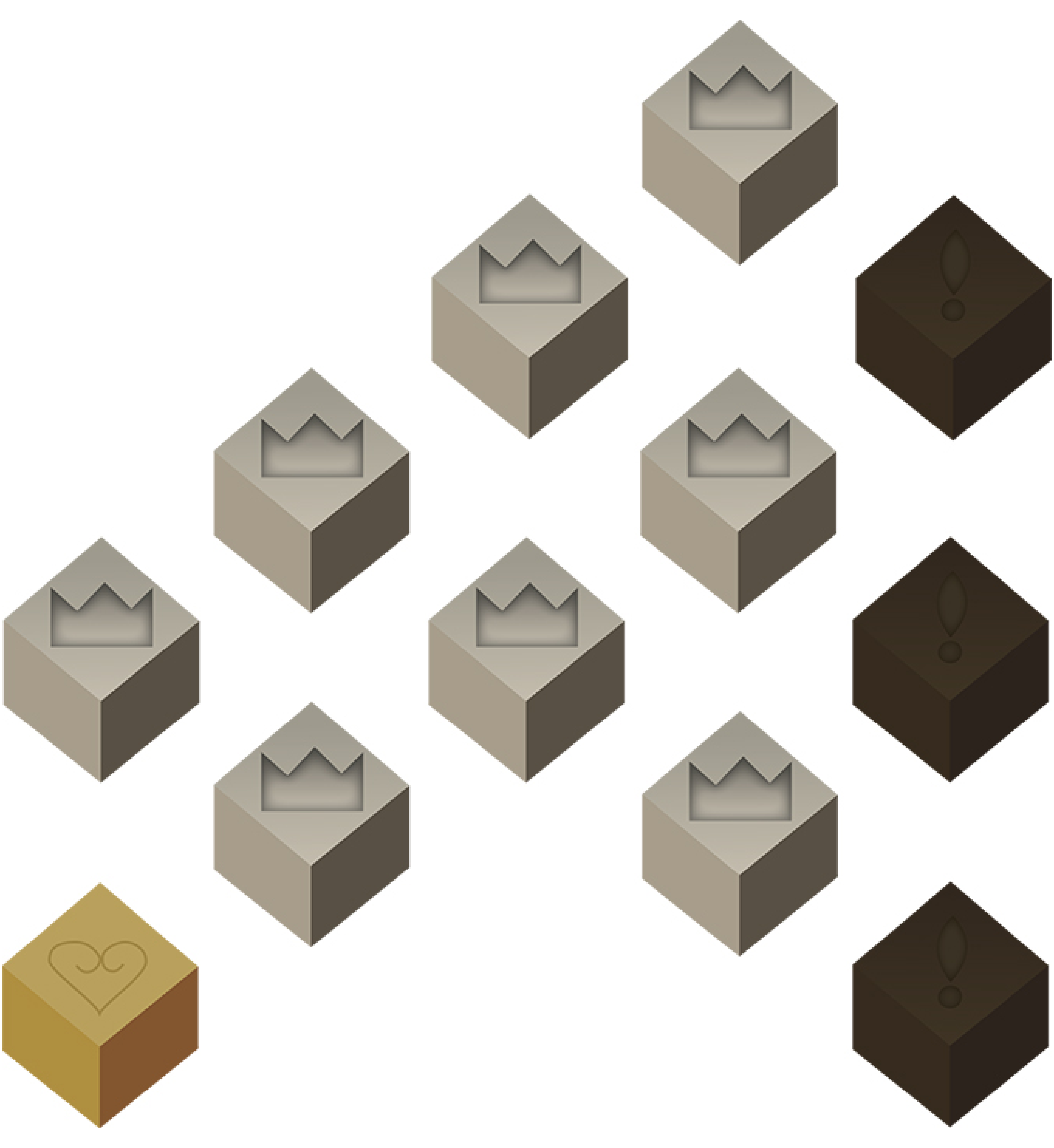
Tip

Another trick to level grind super effectively is to lose this trial on purpose. Yes, you heard correctly! After losing, you can try again with no repercussions, AND you get to keep all the previous experience from the first attempt. So if you want to bump up a few more levels, this is your chance.

Once out of the gigantic whale, you are free to travel back to Castle Oblivion. Sora speaks about the mysterious blonde girl again to Donald and Goofy, asserting that she was a childhood friend of him and Riku. A scene involving Larxene and Axel unfolds, and they speak of Sora being the "key to taking over the Organization"...whatever that means.

Halloween Town

The first thing that is quite noticeable in Halloween Town are the new outfits Sora and the gang are decked out in. The outfits certainly fit in well here, allowing Sora and company to travel incognito in the land of the dead. The first person you run into is the Pumpkin King himself. It appears Jack Skellington has his bony hands full with Heartless. Help the lanky skeleton out to receive a new ability called Terror.



EXP +
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1
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The Terror ability causes the enemy to run in fear of you, which can be kind of handy if you are sick of the constant Heartless attacks. Again you get the Key of Beginnings Card to start off this new world.

When Sora becomes playable, the first objective is to make your way to the glowing room on your map, which can be accessed with the newly acquired Key of Beginnings Card.

Note

This world is full of beefed-up bad guys that take a lot more whacking upside the head to dispatch. Keep this in mind when choosing room Cards, so that you are not choosing Cards that create super-tough enemies inside, especially if you are not interested in long, drawn-out encounters.

Tip

This is a great place to level grind and stock Cards as these enemies give you more experience than any others so far in the game.

Proceed to the crown door any way that you wish, using whatever Map Cards you feel necessary to carry out the route, as there are a couple ways to proceed to your destination. Once you enter the crown door, Dr. Finkelstein, a rather eccentric and deranged scientist, is introduced. It seems the good doctor was attempting to create a way to recover lost memories, which triggered the invasion of Heartless in the area. However the potion that would set things right has been stolen. Looks like this is where Sora volunteers everyone to help. Sora gets the Key of Guidance Card and the ability to access the next special door.

Note

If you have Calm Bounty Cards, now would be a good time to use those when creating rooms. You may acquire some useful Cards and abilities for upcoming boss battle.

Poor Jack! You can't hold a candle to Oogie Boogie.

Make your way to the next crown door to activate the next plot sequence. Beauty really is in the eye of the beholder when it comes to Jack and Sally's love connection. A conversation ensues with Jack and Sally, which ends with Oogie Boogie stealing the aforementioned potion. Time to beat on a certain overweight burlap sack.

Boss Battle: Oogie Boogie

This dirty-dealing gambling man is all about dodging and Card breaking, making actually laying a hit on him rather frustrating. Not to mention he is a huge coward, using a gate to block your way to him. The goal is to break his dice attacks he throws at you to lower the gate enough to attack him.

Tip

One of the three dice Oogie throws contains a Gimmick Card, which is incredibly useful. When cast, the Gimmick Card forces the gate to lower completely, leaving Oogie open for a powerful Sleight and some Keyblade combos.

You won't be able to enjoy the glow of the smackdown you deliver when the gate is lowered, because he closes the gate on you within a few seconds. However it is just enough to make a good dent in his life stock. Repeat the same method of Card breaking, obtaining the Gimmick Card from one of the three dice, and lowering the gate to knock him around some more. Additionally, Oogie uses Cure spells on himself, which can make this fight a rather lengthy one. His moves are as follows:

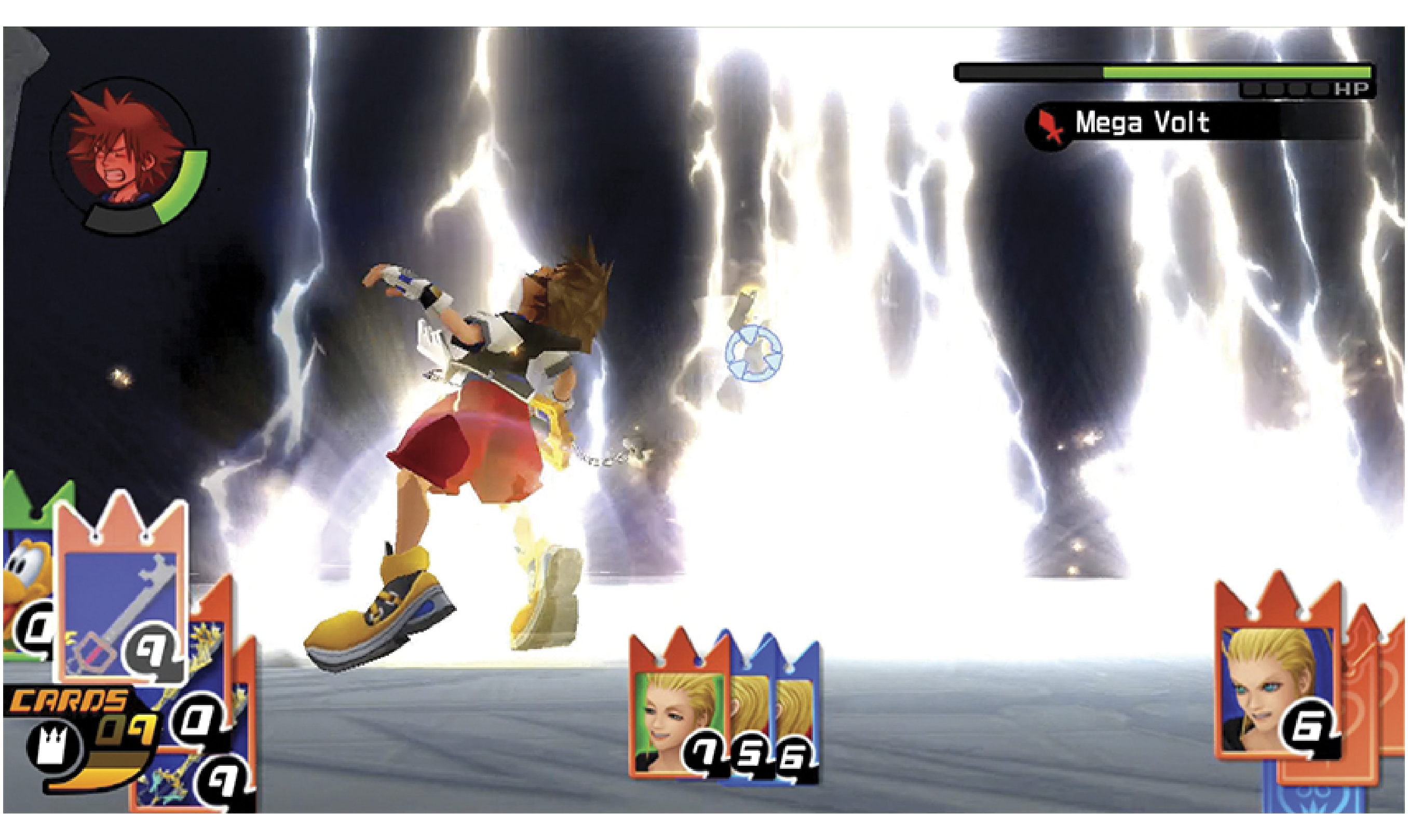
- Oogie Boogie uses a rotating saw blade that goes around the area. Dodge Roll to slip past this one.
- Oogie Boogie again brings out the blades. This time he throws two blades that bounce all over the arena. Roll out of the way as best you can, however you might take a few blows from this one before getting the hang of its pattern.
- Lastly, Oogie Boogie will summon random Heartless into the arena to distract you. Take them out like you normally would.

Tip

Using Summon Cards are possible in this fight, however since the time you have to hurt Oogie is so short, it is advised to just use old-fashioned Keyblade combos.

Once the fight is over, you gain the Oogie Bogie Card. With all well in Halloween Town, you are free to leave Halloween Town and return back to Castle Oblivion.

Larxene of the Organization confronts you once you return to the castle. She speaks a bit about Sora's childhood friend, and then beats on him a bit. Her tactic is to literally beat his memories back into his head. Is that treatment scientifically based? Regardless, it is time for another boss battle, this time with Larxene.



Boss Battle: Larxene

This battle is a frantic one, full of dodging, attacking, and healing. Larxene is one tough woman, and proves she is a brutal force to be reckoned with. She uses her claws in successive slashes and follows you all around the arena, even when you Dodge Roll constantly, not giving you time to wipe the sweat form your brow. Her strongest attacks are her lightning abilities, which are incredibly difficult to dodge. You basically need to roll just before the lightning strikes, which is incredibly hard, especially when regrouping to heal or recharge your Cards. She will also send a wave of lighting that blasts most of the floor. If you thought it couldn't get any worse, as soon as her life gets below half she performs a disappearing and reappearing slash attack that seems to go on forever.

Tip

Bring the Cloud Summon Card to this battle as it can do a great deal of damage to Larxene. The down side is that Sora will have to be close to Larxene to pull it off.

Note

Larxene's attacks can be broken easily as anyone, so make sure you have a few 0 Cards handy, and use them right as she starts to cast her strongest Thunder attack. This leaves her wide open so you can get close and use the Cloud Summon Card.

Get used to rolling as much as you can without getting hit, then get close and attack with your strongest combos. After that, retreat and go on the defensive again by rolling and dodging her frantic moves.

Tip

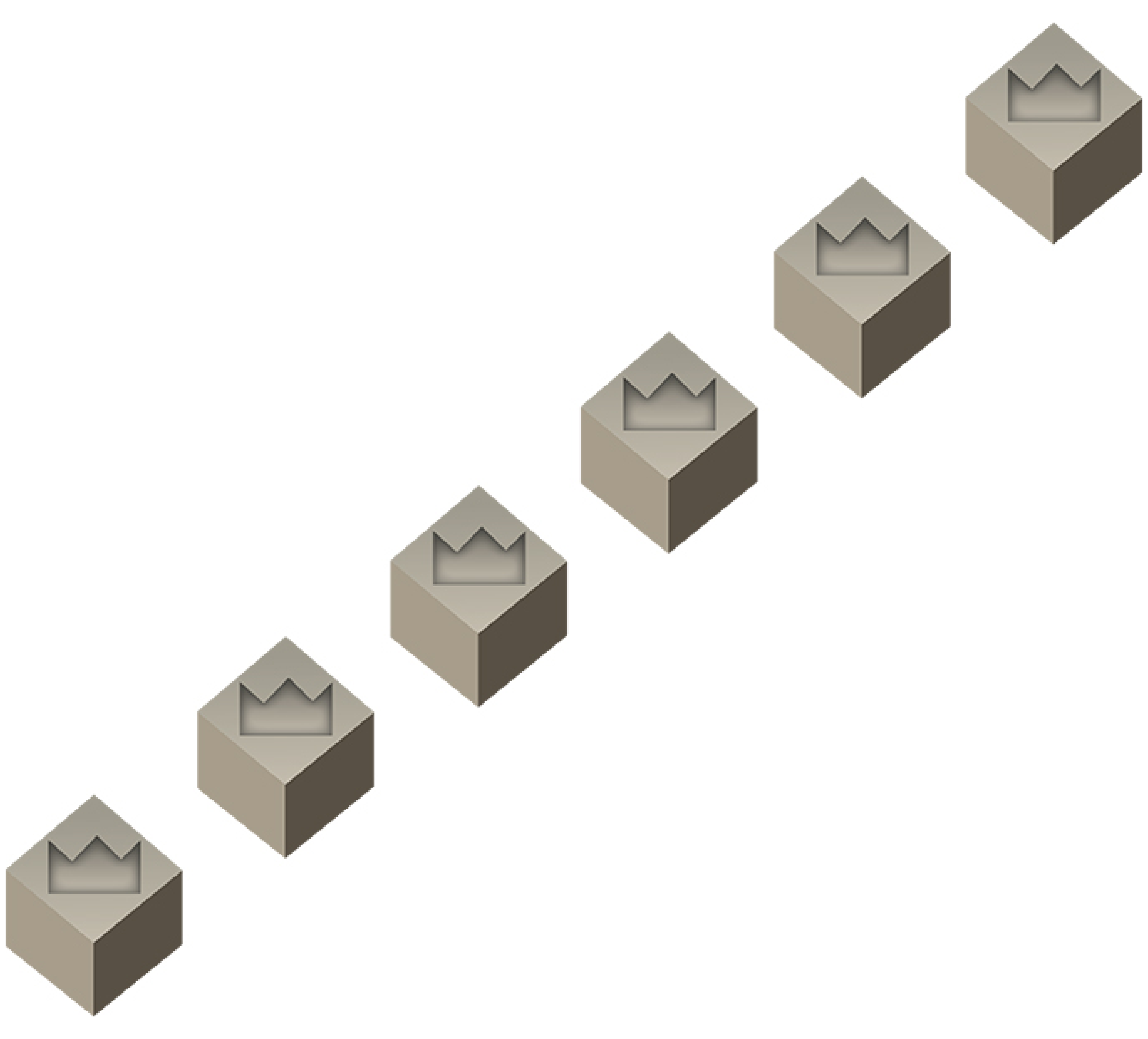
Larxene uses up her deck very quickly because of her nonstop offensive attacks, which makes her a great sitting duck when she begins to recharge her Cards.

Once you manage to deal with Larxene, you get the Thunder Card.

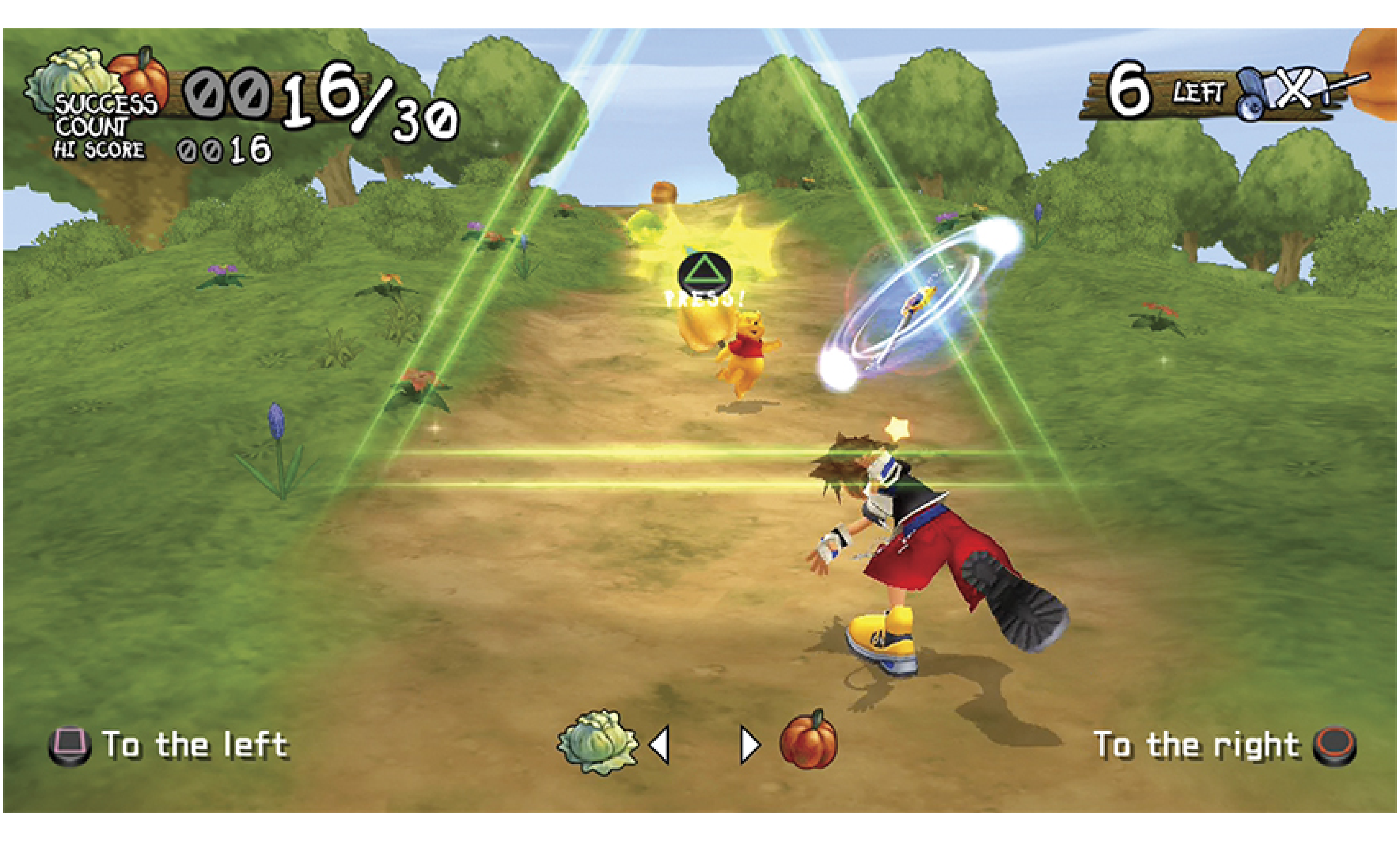
Larxene does not leave after the battle without enraging Sora even more, acting like an older sibling tormenting a younger one. She mentions that he is quite the hero, aside from being "a heartless hero". Before she leaves, Larxene gives Sora a few parting words and tosses him the next round of World Cards. Thus begins the second half of Sora's Story.

100 Acre Wood

This time it is the lovable pooh bear, Winnie, who needs a little help. Sora starts off in the 100 Acre Wood speaking with Pooh himself. He is looking for his friends... or so he thinks, if he can remember. It seems you both have similar goals, so team up and start looking. This area is a bit different than the previous worlds, and it becomes evident as you proceed. There are no room Cards here, just a bunch of mini-games to sort out.



The house next to you says Mr. Sanders above the door. It holds a few health orbs, but that's it. Unless you want to backtrack here later, don't forget to walk to the side of the house to talk with Piglet. He is the only one to not have a mini-game, but simply hands over the Confuse skill. Make your way down the trail, with Winnie in tow.



The next area you come to is Rabbit's house. Once Rabbit appears, speak with him to start the first mini-game. Time to sort some vegetables.

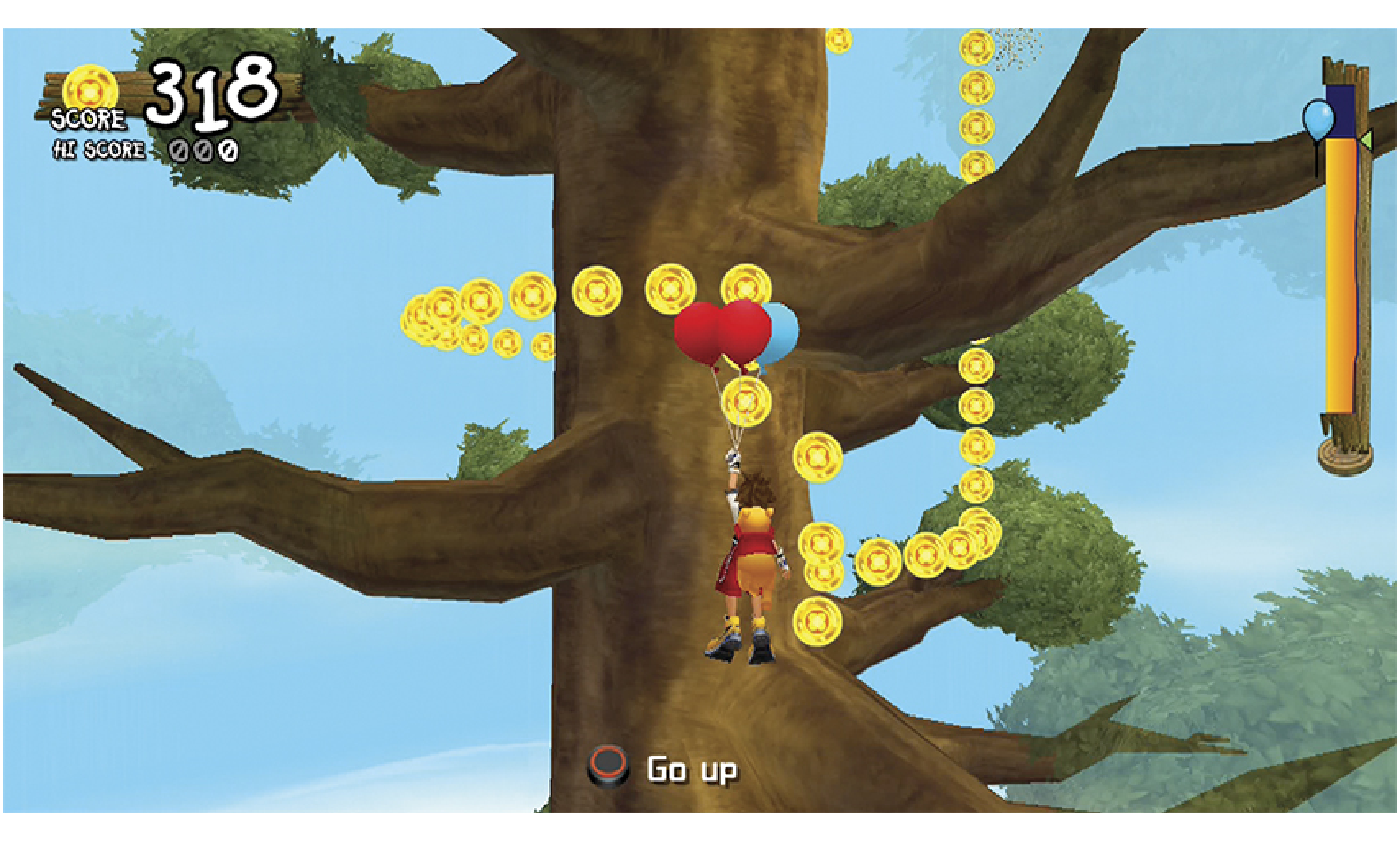
This is a simple quick-time-event-style mini-game. Follow the instructions at the start and remember to press the corresponding button to sort the pumpkins and cabbages. Press ■ to hit the cabbages and ● to hit the pumpkins, while moving back and forth to ensure Sora does not miss.

Note

The goal of this mini-game is only 30 hits, but it will go on until you miss six times. If you are aching to continue on with the story, just purposely fail six times after you reach the goal. However, if you love to outdo your friends, then go for it as long as you can.

After you succeed in reaching the goal, you learn a new ability: Cross Slash+. Not a bad gift for so little effort, yeah?

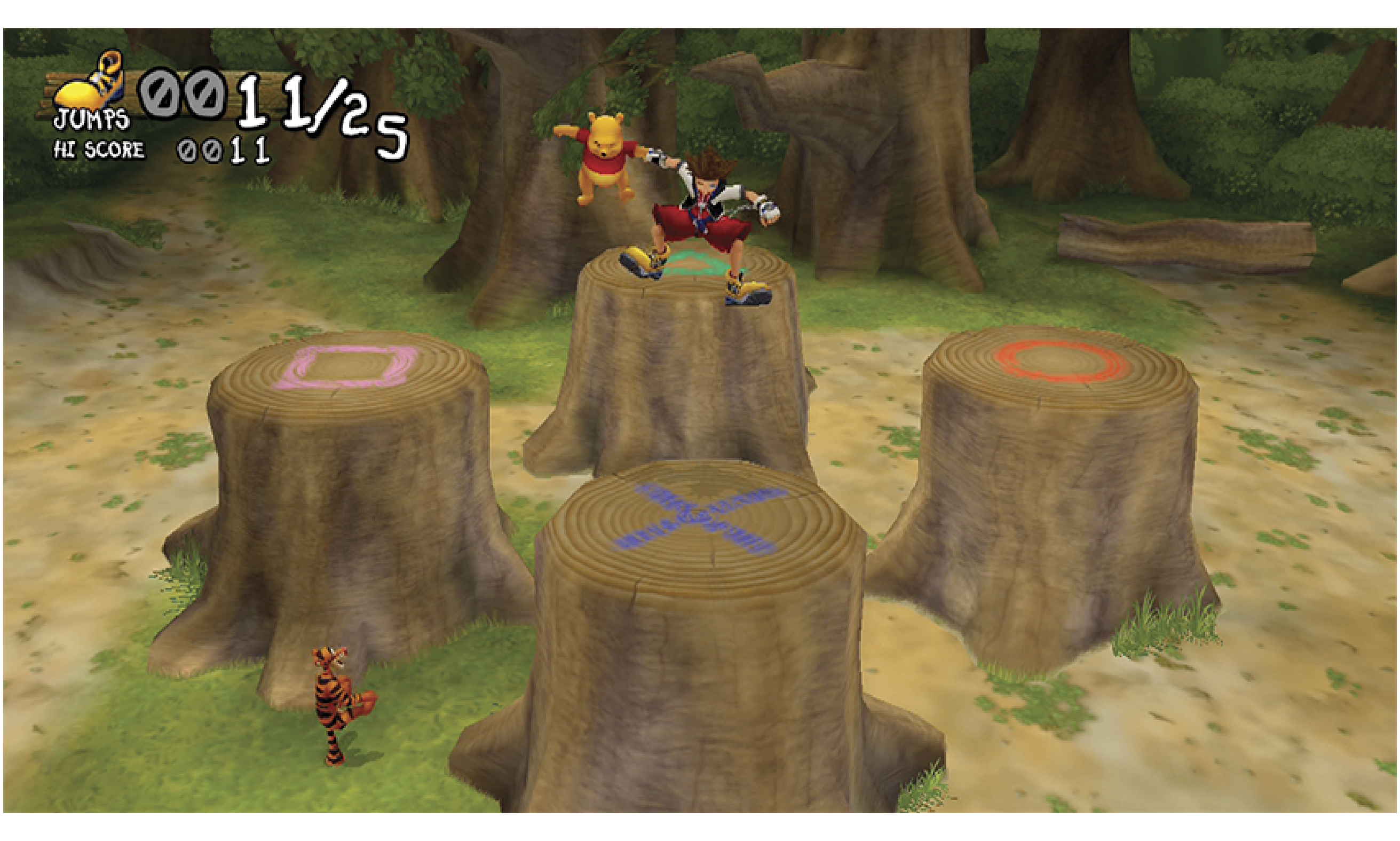
Leave Rabbit and continue down the path until you reach some balloons.



The second mini-game will start once you decide to ride the balloons. Follow the simple instructions and float on up to meet Owl. This mini-game has you floating up a tree while dodging bees and tree branches. After succeeding in this mini-game, you win Firaga Burst.

Tip

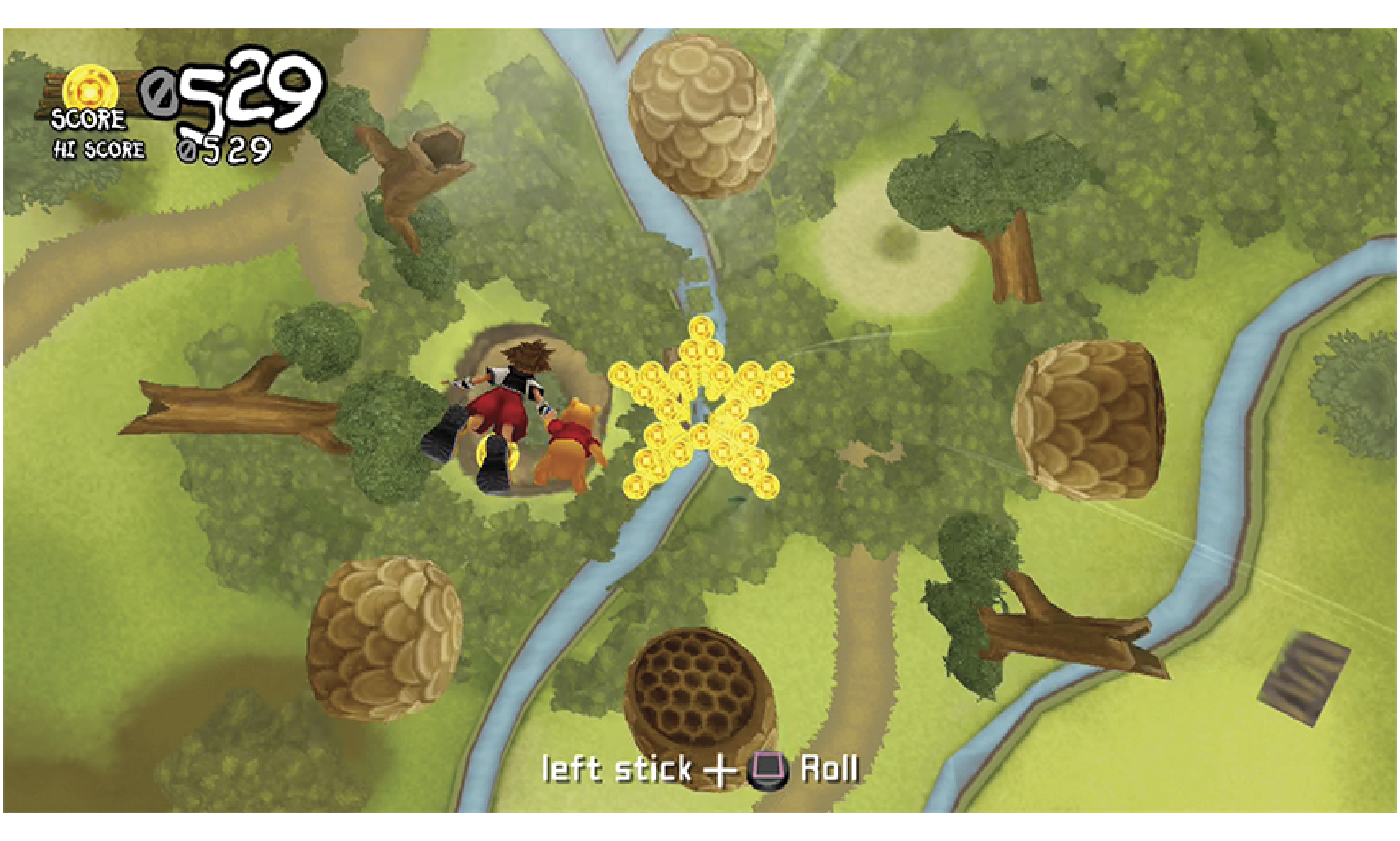
If you pop a balloon, you can recover more balloons as you float up the tree.



Carry on down the trail until you come across Tigger, who is full of bounce. Tigger will instigate a conversation, and once it ends you will need to speak with him a second time to start the third mini-game. Once again, the directions are simple and the game should not take very long to complete. For completion you receive Idyll Romp.

Note

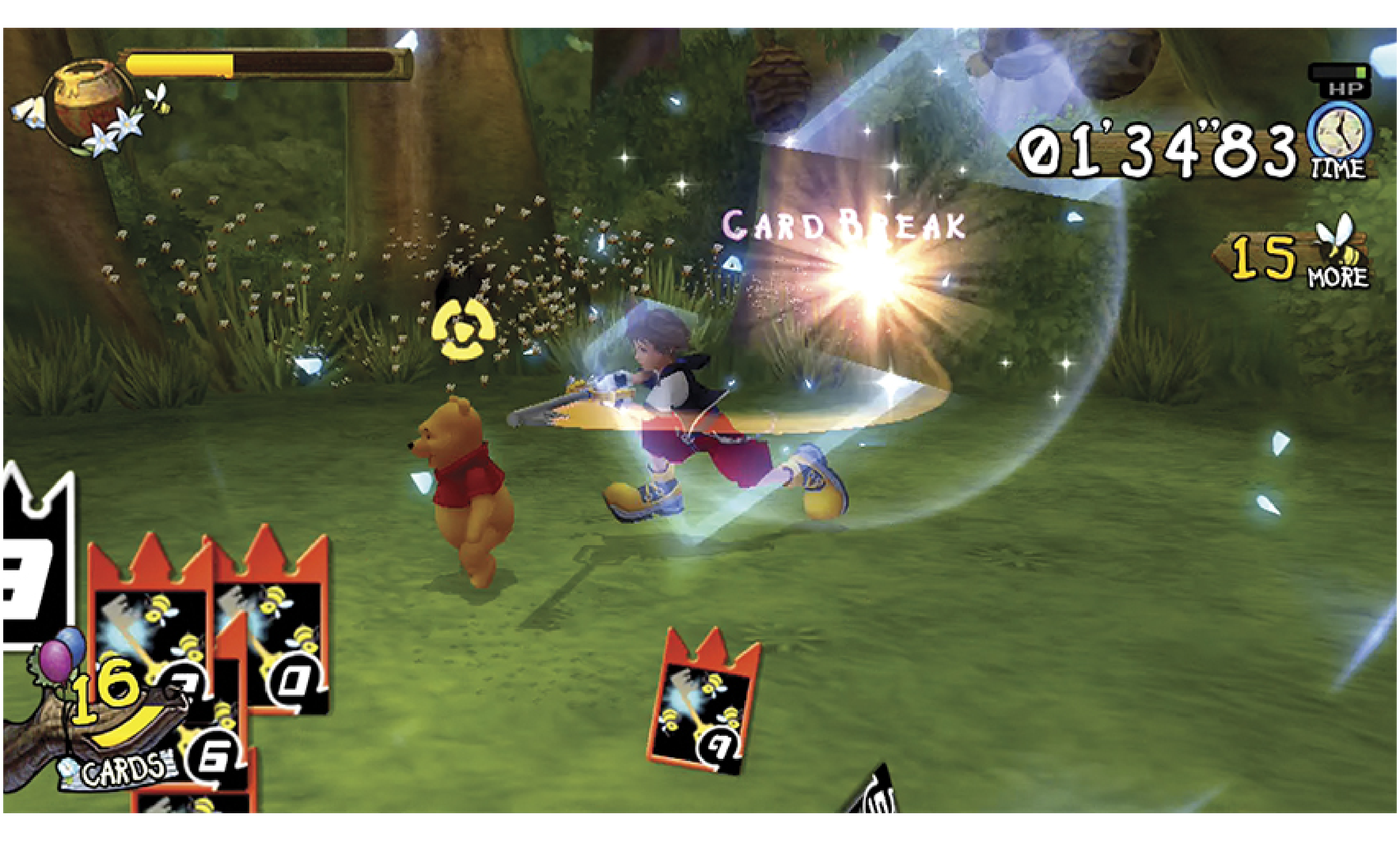
This mini-game is a memory game, so if your memory can be a bit fuzzy, grabbing a scratch piece of paper and jotting down the pattern will come in very handy.



Speed on down the trail to come in contact with a blustery well. The fourth mini-game begins after jumping onto the well. During this game, you will need to fly back towards the forest by collecting items along the way. Once the game is completed you receive a Mega Ether from Roo.

Caution

Don't let Pooh get away from your grasp for too long or you will need to attempt this mini-game all over again!



From the well, hop up to the next platform to immediately meet Eeyore. Help him find his missing tail in the tree opposite from him. This fifth and final mini-game is a bit more familiar as it's a fighting game.

Tip

This mini-game is something you are more used to—a fighting game. It can easily be won by using three-hit combos, healing Pooh with honey jars, and using Wind Cards to blow away the bees.

After you fight off the bees, Eeyore gives you an Elixir.

Cross the log next to Eeyore and use the save point that appears in the next area. Walk to the log and you're free to leave.

Do you want to leave this world?
I'll stay a little longer.
I'd better get going.

The Bambi Summon Card becomes yours once you decide to leave.

Note

You can leave the 100 Acre Wood by selecting the downed log, which will allow you to go back to Castle Oblivion.

Back at Castle Oblivion, you meet up with an old friend who is a little less than thrilled about seeing Sora. This time there is no talking your way out of a fight.

HP
CARD BREAK
CARDS 02

Boss Battle: Riku

It seems that Riku has joined the Organization, as he is decked out in some pretty dark gear. This fight is another frantic one, like the one with Larxene. While Riku does not have any major attacks, he relies on a frenzy of smaller slashes with his sword. He is stronger than any boss you have faced, but that doesn't mean he is more difficult. It just means he has more HP and better defense than most.

Tip

Running up close to Riku and hitting him with three-hit combos and Sleights (if you're lucky), and then running back to the outside of the arena to heal is the most basic way to victory.

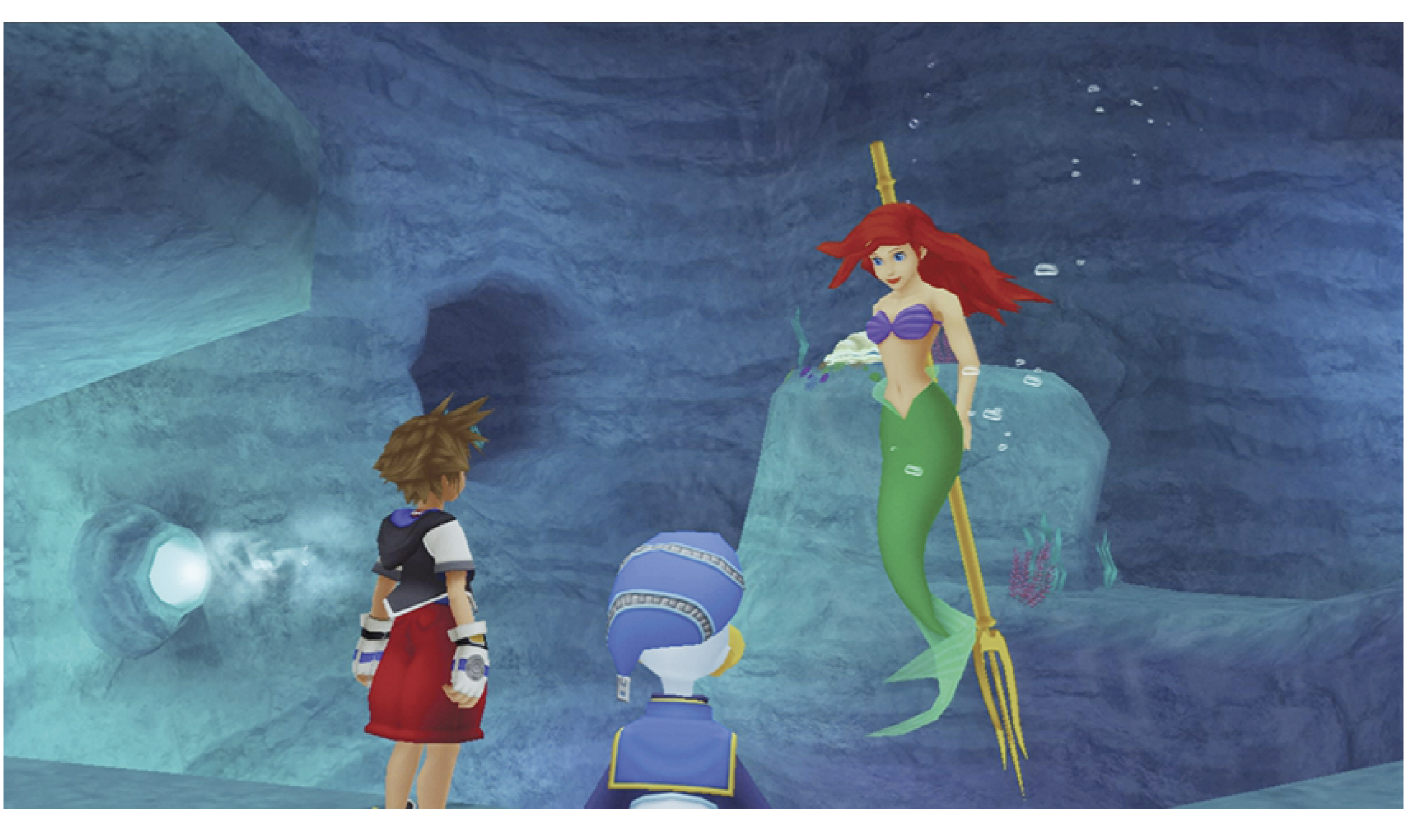
The only real sure-fire tactic here is to hit and roll, hit and roll,...hit...and roll.

Tip

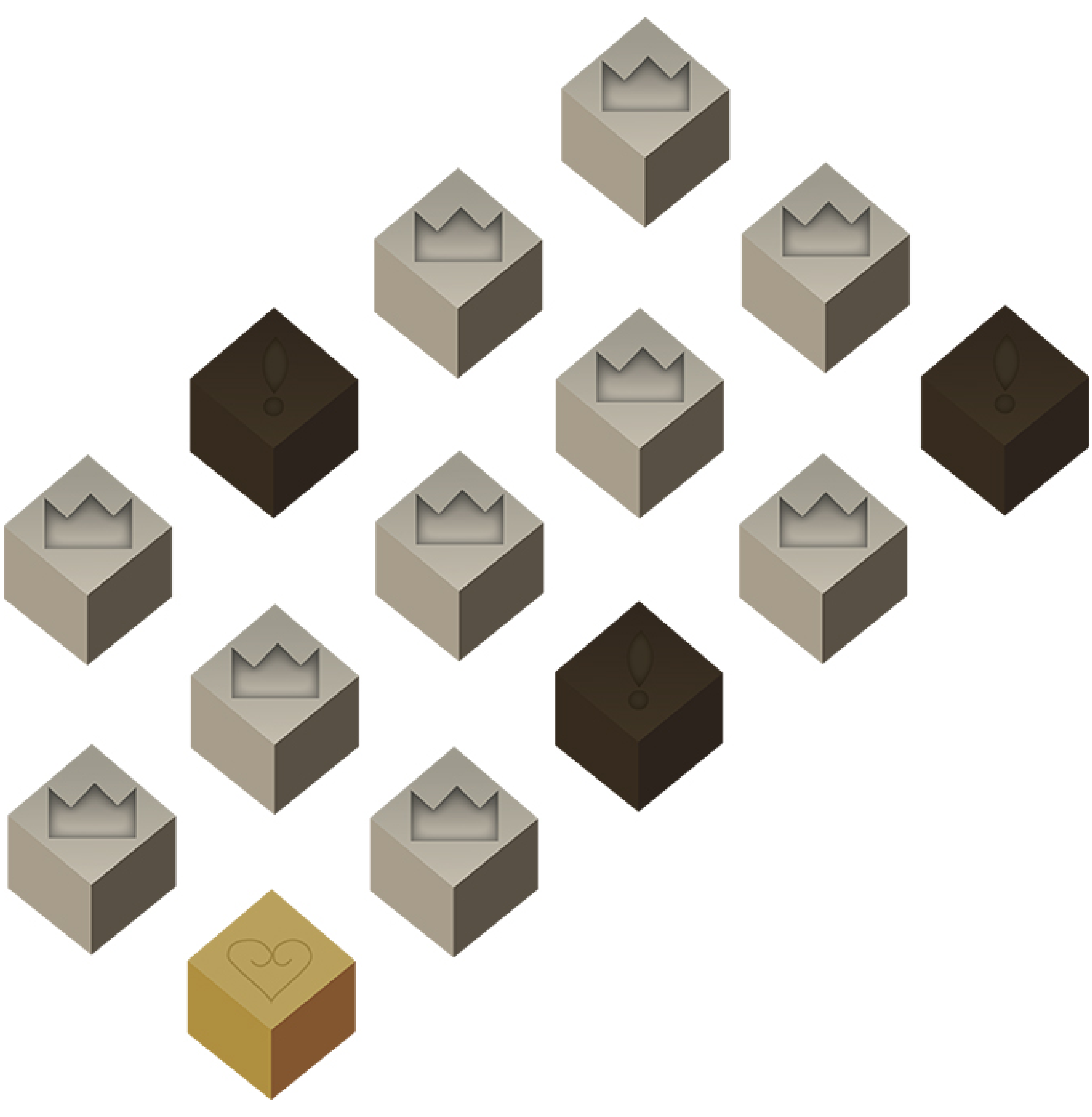
Summon Cards can be very handy here as well, even though Riku is a tough target to keep still.

Continue this crazed pattern, white knuckle it a bit, and you should come out on top. You receive the Aero Card for your skills. Once Sora is well equipped, head for the city under the sea.

Atlantica



Sora and the gang are under the sea, apparently able to breathe underwater. Ariel swims by and seems a bit curious. After getting the Key of Beginnings Card, set out for the first glowing crown room on the map.



It seems that Ariel has stolen the trident from the King, throwing the kingdom in turmoil. Ariel may be doing it for selfless reasons, however Sora and the gang have to intervene and save her or else things may get a lot more complicated. Head out to find Ariel and the trident immediately by continuing to the next glowing room on the map.

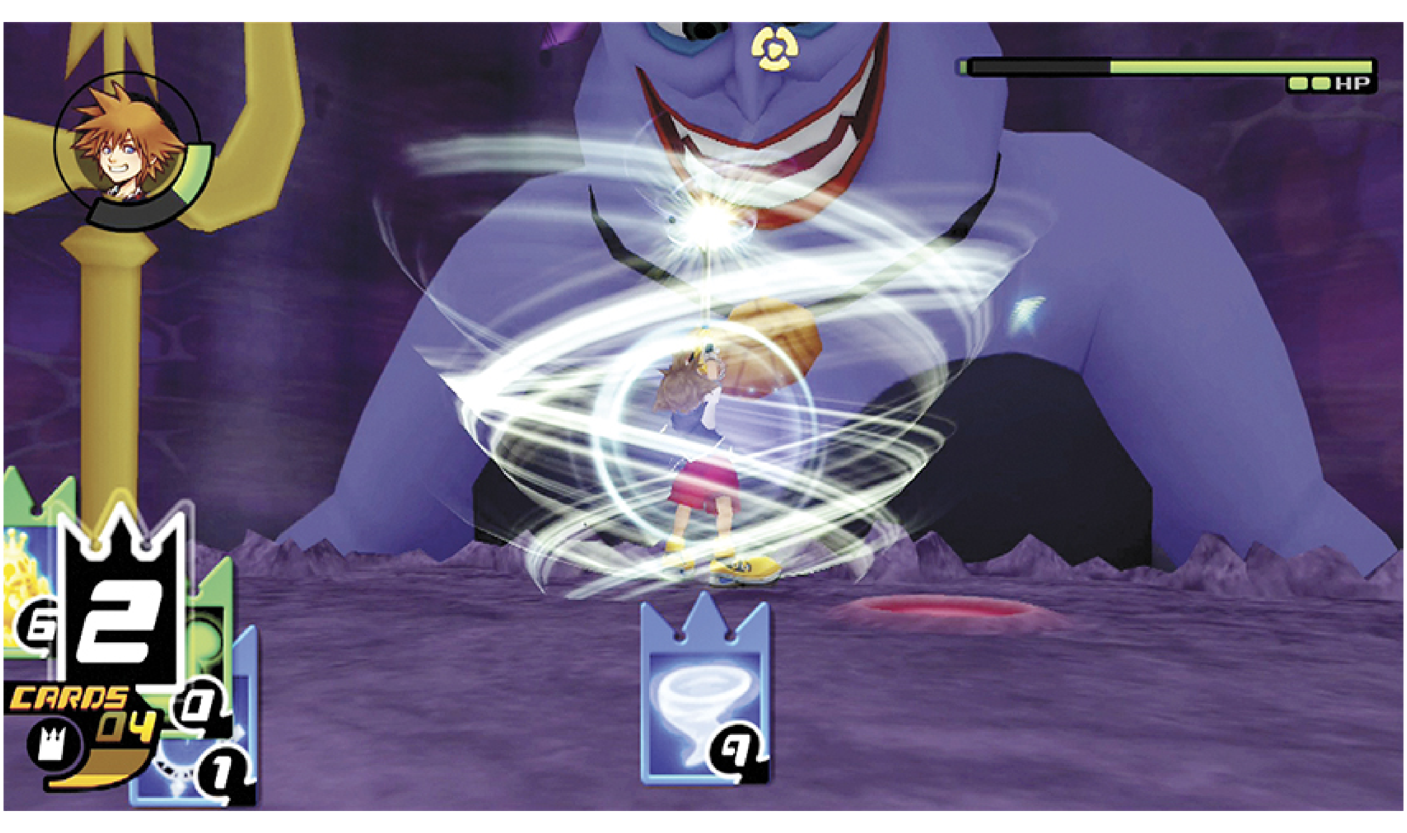
Tip

If possible, try and create a room with a save point in a central location on the map. This will make it easy to run back to save your progress before the inevitable fight with the tentacle-armed witch.

Next, head on to the second crown door on the map and get ready for one last scene involving Ariel and Ursula the sea witch. Apparently Ursula has tricked Ariel into giving King Triton's Trident in exchange for something very dear to Ariel. Run towards the last crown room on the map, use the Key to Truth, and get ready for a rather "gigantic" boss battle.

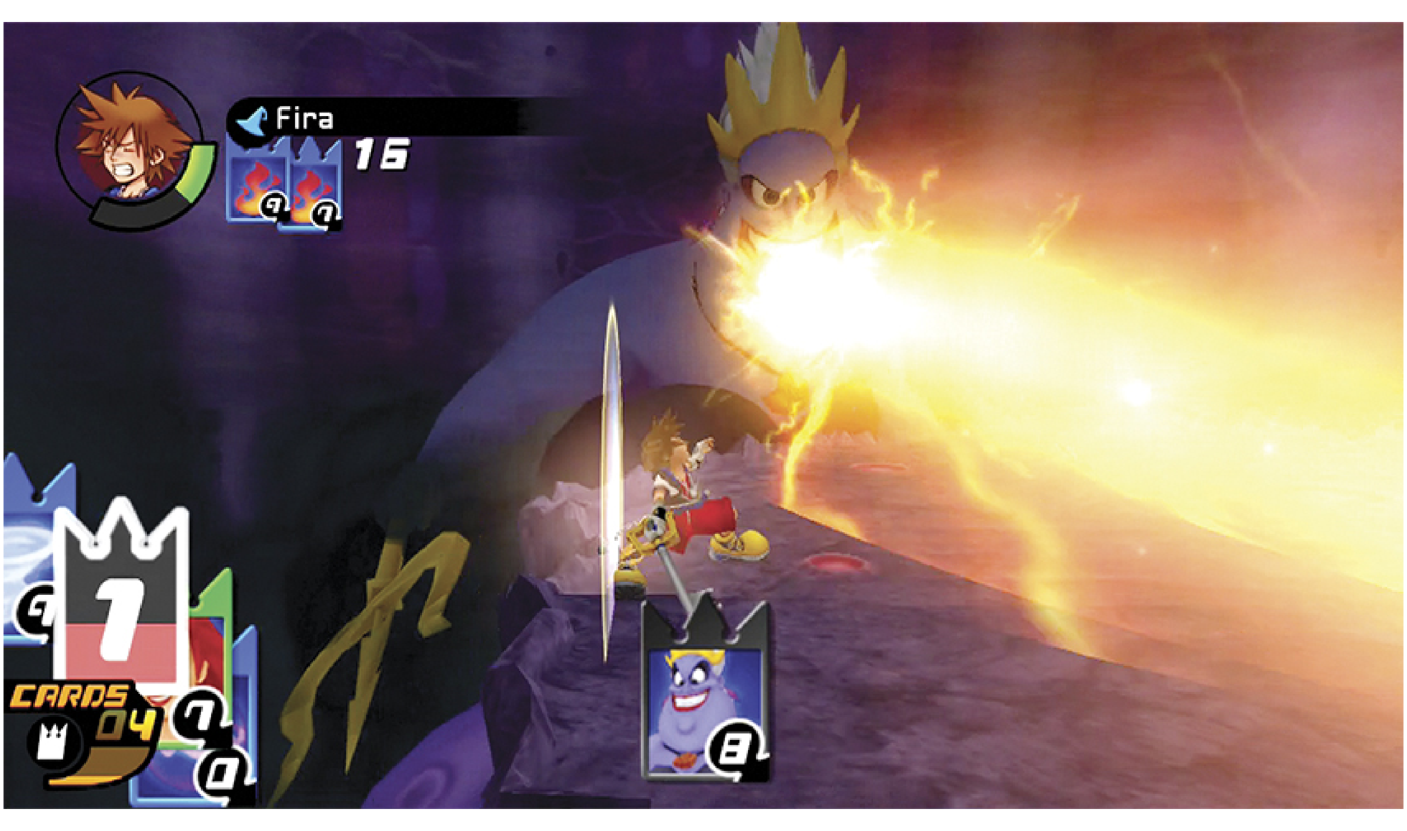
Caution

Ursula is coming up, so 0 Attack Cards and a couple Cloud Summon Cards would be a great addition to your deck.



Boss Battle: Ursula

While she may be a big woman, she is not very difficult to defeat. There is no special trick to this battle other than determination and a good arsenal of Cards. To harm Ursula, you must first take out her tentacles that guard her main body. There are six of them, and they act as a shield before you can inflict any damage on the Sea Witch. After you have depleted the HP of the tentacles, they will lower briefly, giving you a chance to give it all you've got with any Attack, Magic, or Summon Cards in your deck. Ursula's moves are as follows:



- Ursula uses a normal Thunder attack that is quite simple to break.
- Ursula shoots bubbles out of her mouth that, if they come in contact with Sora, will cast Confuse and cause a considerable amount of damage. Roll out of the way just before it comes in contact with you.
- Ursula shoots a very large beam of lightning out of her mouth and across the arena. This attack is easily broken, which is the best way to avoid this attack. However, if you do not have the Cards to break the attack, wait for her to charge the blast and run to one corner of the room so that you have plenty of room to roll away from the lightning. Then, as soon as she lets out the blast, continue rolling in the other direction to get away from it.

Tip

At random times during the battle, a Gimmick Card will bounce around the arena. When cast, the Gimmick Card removes Ursula's tentacles for a brief time, allowing you to hit the oversized octopus with all that you've got.

Tip

Using Cloud when Ursula is stunned will knock her life gauge down a considerable amount.

After Ursula has been destroyed, Sora is granted the Ursula Card and a free ticket back to Castle Oblivion.

Well, well, well. Look who it is. Riku appears to Sora upon entering the castle. Again Sora and Riku begin to argue, ending with a surprisingly bold quote by Sora, explaining that he intends to make Riku's memories return to him.

Boss Battle: Riku (Part Two)

Maybe Sora was indeed a fool to pick this fight. When you begin this fight, it may surprise you at how constant your beating will become. Right out of the gate, Riku is savage while spinning, slicing, and slashing at you repeatedly. While this may be intimidating, the good news is that this makes him weaker in a big way.

Tip

As Riku combos Sora up in a way that will make you wince, he speeds through his deck very quickly, meaning that he will have longer recharge times. This is the point where you unleash the most incredible onslaught you have in your deck. Keep this up while jumping and rolling away from his attacks and healing when needed.

Caution

Apart from his many sword attacks, Dark Firaga is the newest and most devastating of Riku's attacks and will cause some major damage.

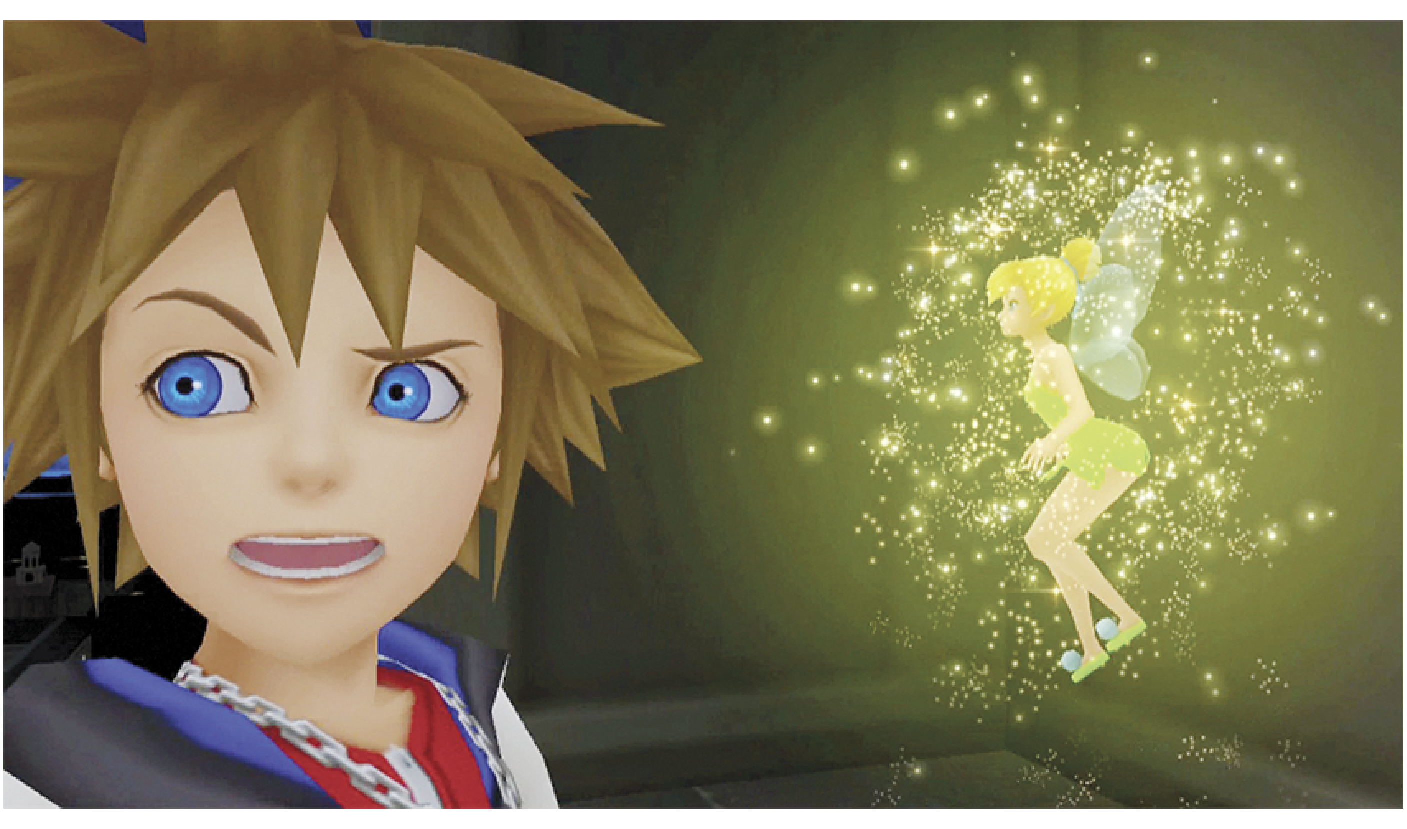
Once you see Riku getting ready to use Dark Firaga, jump (don't roll) in the opposite direction. By this point Sora has the added High Jump ability, which helps you cover much more distance than the Dodge Roll.

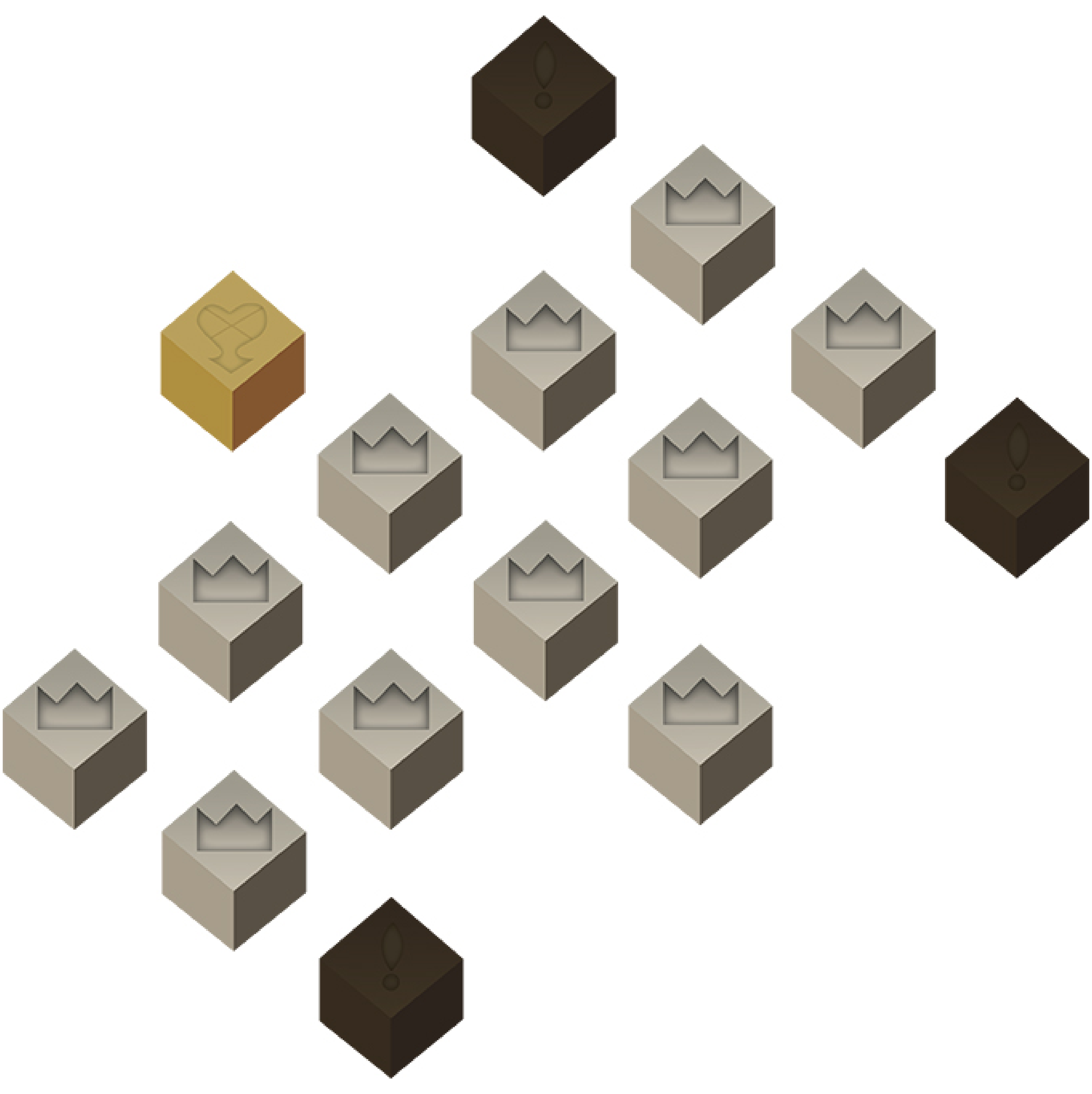
Tip

By jumping away from Riku's attacks, it should greatly reduce the amount of damage Sora will take.

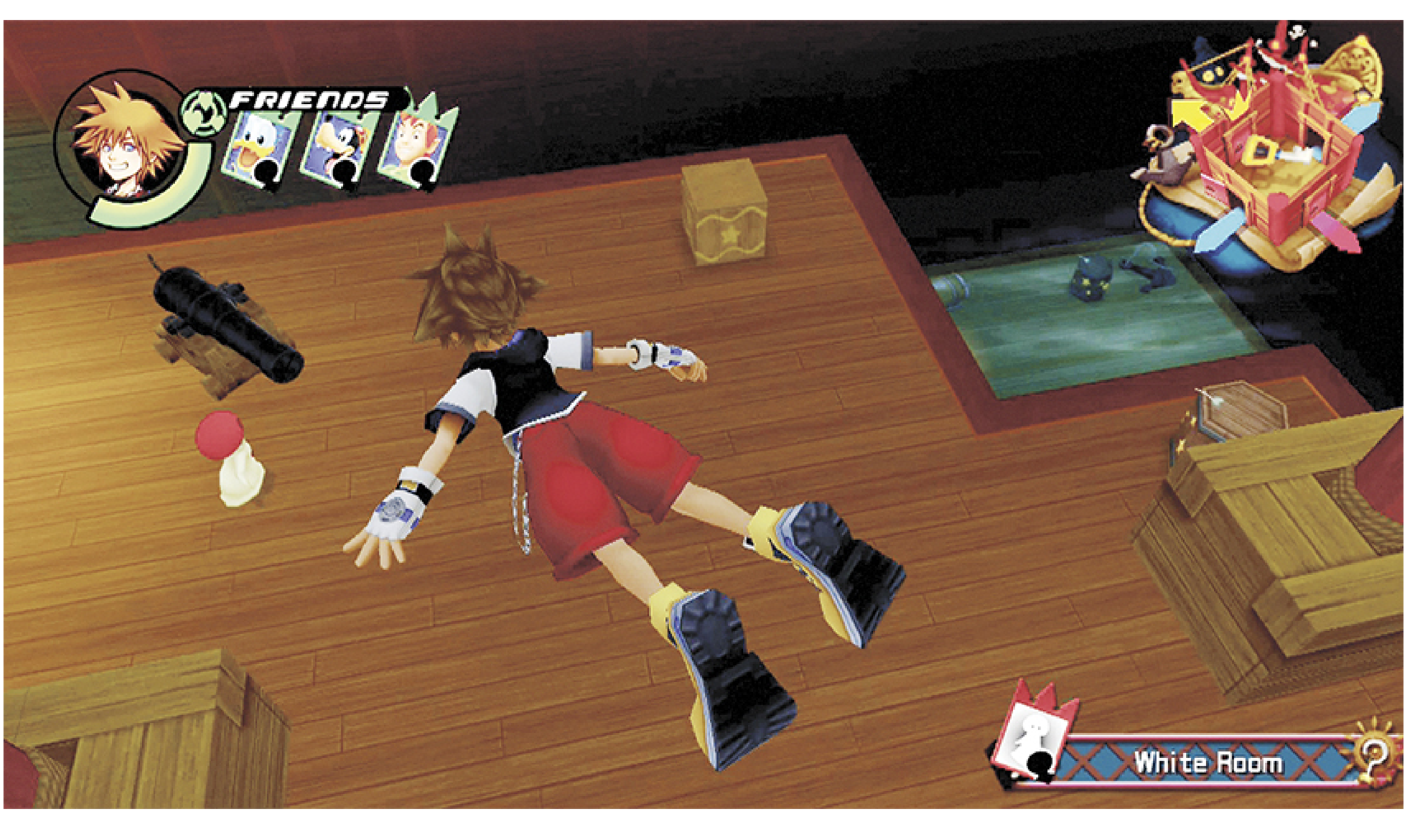
After the fight you get a new Sleight: Magnet Spiral.

NeverLand





Once you appear in Neverland, Sora is greeted by Tinker Bell, who prompts you to follow her.



After the cutscene, Sora receives the Glide ability.

Note

The Glide ability seems useless at first glance, however this ability is great for avoiding prowling Heartless and navigating away from some boss attacks with ease.

As in other worlds, Sora must head to the first glowing door on the map. Once Sora proceeds through the first glowing door, another scene begins.

Plus, you're dressed funny.

Sora meets Peter Pan, who is looking for Wendy. He reluctantly allows you to help, which means it's time to head for the second special door. After collecting the Key of Guidance Card, head on through the second crown door.

Peter Pan has joined as a Summon Card and attacks with his little dagger repeatedly, as long as you press ▲ rapidly. Watch the next cutscene and witness Peter Pan angrily fly away.

Caution

The next boss battle is tough! If you have a Moments Reprieve Card, use it before using the last Keycard, as this boss may take you a few tries.

Lead Sora through the last special door with the Key to Truth Card and get ready for a boss battle with Captain Hook. It is time to embrace the pain!

HP
CARDS 06
01 RELOADS
Random Values

Boss Battle: Captain Hook

The boss fights up until now have all been tame compared to this swashbuckling scallywag. Not only does Hook hit incredibly hard and use a seemingly unlimited number of resources, but the arena for this fight pretty much negates any Summon or Magic Cards. The floor moves from left to right, like a ship in some pretty rocky waters, making it ridiculously hard to stay in one place.

Fira
HP
CARD BREAK
CARDS 14

On top of that, Captain Hook seems to have the advantage at any distance from you. If you give him too much space, he starts lobbing a sobering amount of bombs at you. If you take the fight to him and get in close, his devastating sword attacks will punish you. They are also very difficult to dodge and remain unscathed. Yes, this fight tests your skill and reflexes, but Hook can be defeated.

Caution

The ship you are fighting on constantly rocks back and forth, making it very difficult to keep your footing!

Tip

Forego any Summon Cards and fill your deck with a good amount of Cure Cards and good old-fashioned Attack Cards. Use Sleights when you can and heal often.

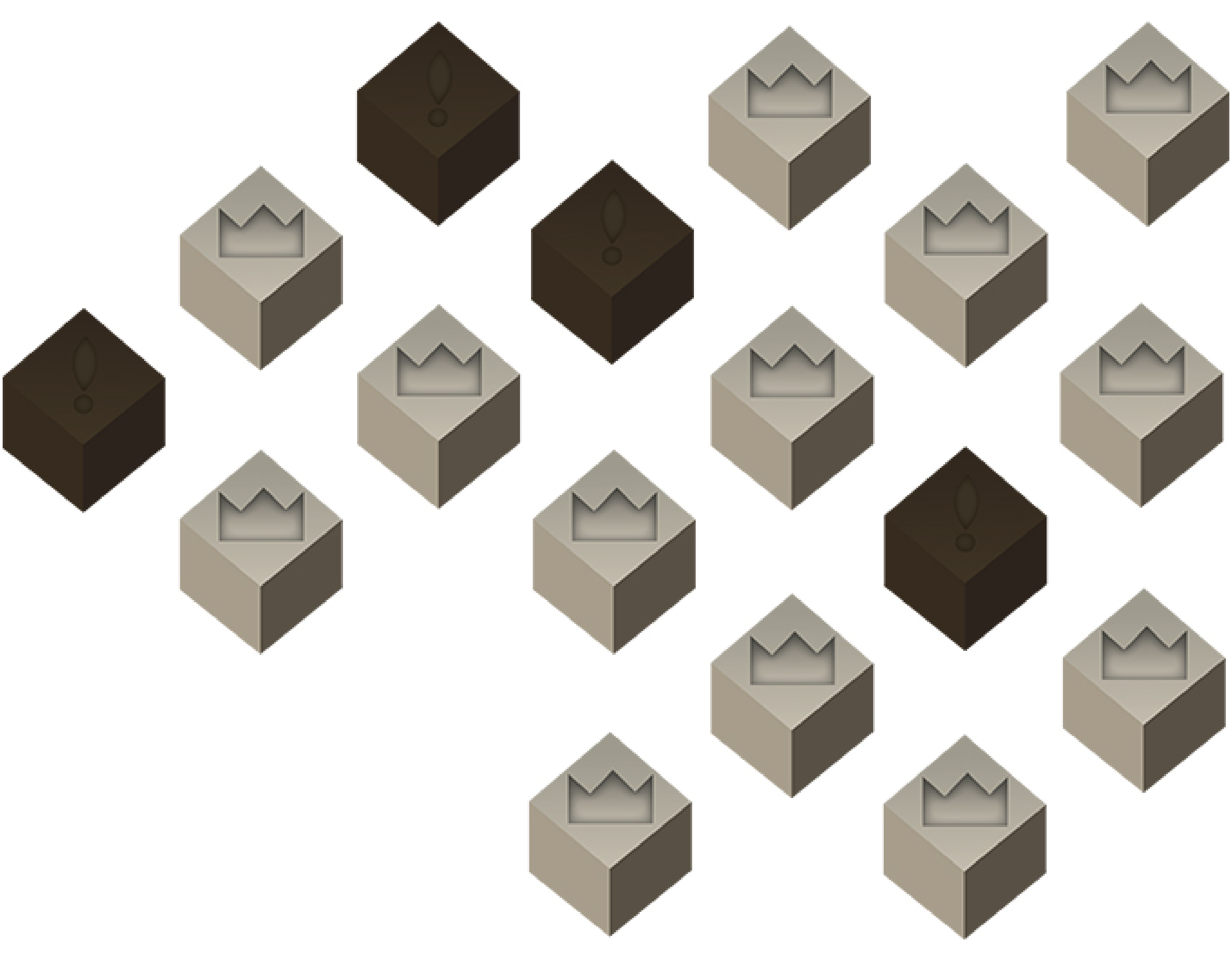
Note

If Sleights are not working for you (and they may not), continue trying to break Hook's attacks with high-numbered Cards and counterattack when he is stunned with your trusty three-hit combo.

Trust in your skills and Hook will go down…at some point.

After the fight, you get the Hook Card and the chance to go back to Castle Oblivion. The Organization has a bit of a fight in the latest cutscene, which means another fight is ahead of you. But first, it is time to tackle Hollow Bastion.

Hollow Bastion



Sora walks in on an argument between Belle and Beast that seems rather confusing. Belle says that she wants to stay with Maleficent and leaves. Goofy tries to cheer up Beast, but that does not seem to work. Sora obtains the Key of Beginnings Card, which means it's time to make for the first crown door.

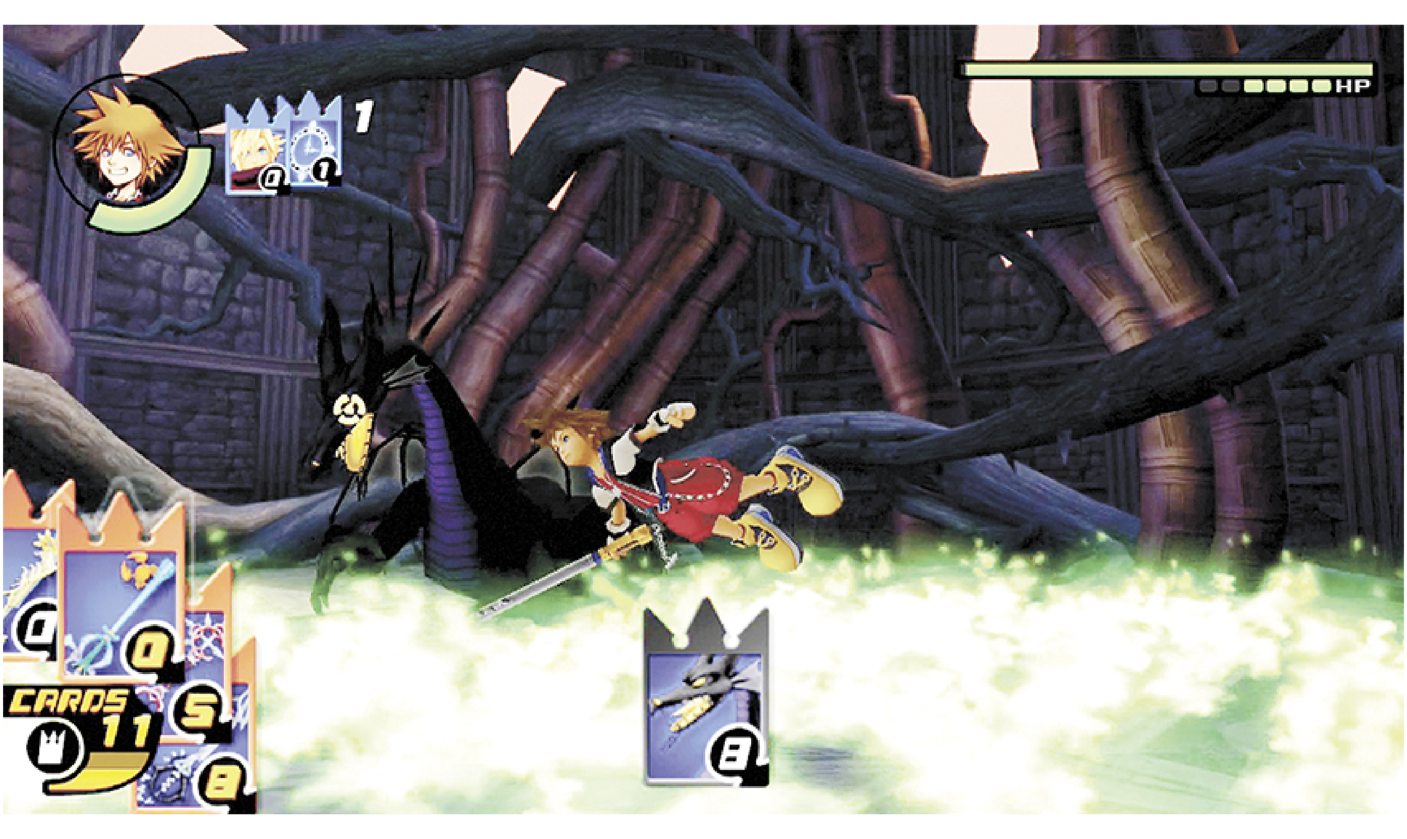
The scene that follows when entering the special door explains a bit more as to why Belle is giving Beast the cold shoulder, and it seems Maleficent has something to do with it. Maleficent disappears and takes Belle with her before you can help.

It is time to make your way to the second glowing crown door on your map. Maleficent is in this next room and is planning on taking Belle's heart. Sora will need to intervene.

The following conversation gets a bit heated, and during the excitement, Maleficent fires a blast, with Beast as her intended target. Things go from bad to worse as Belle unexpectedly sacrifices herself for Beast. Beast becomes enraged and attacks Maleficent. After this tragic scene concludes, run to the last special door to take on Maleficent and help Beast get Belle's heart back.

Note

While you may be tempted to bring in your strongest Summon and Magic Cards, resist the temptation. They just take up CP that you need when filling up your deck with high-leveled 8, 9, and 0 Attack Cards and as many Cure Cards as you care to have in one deck.



Boss Battle: Dragon Maleficent

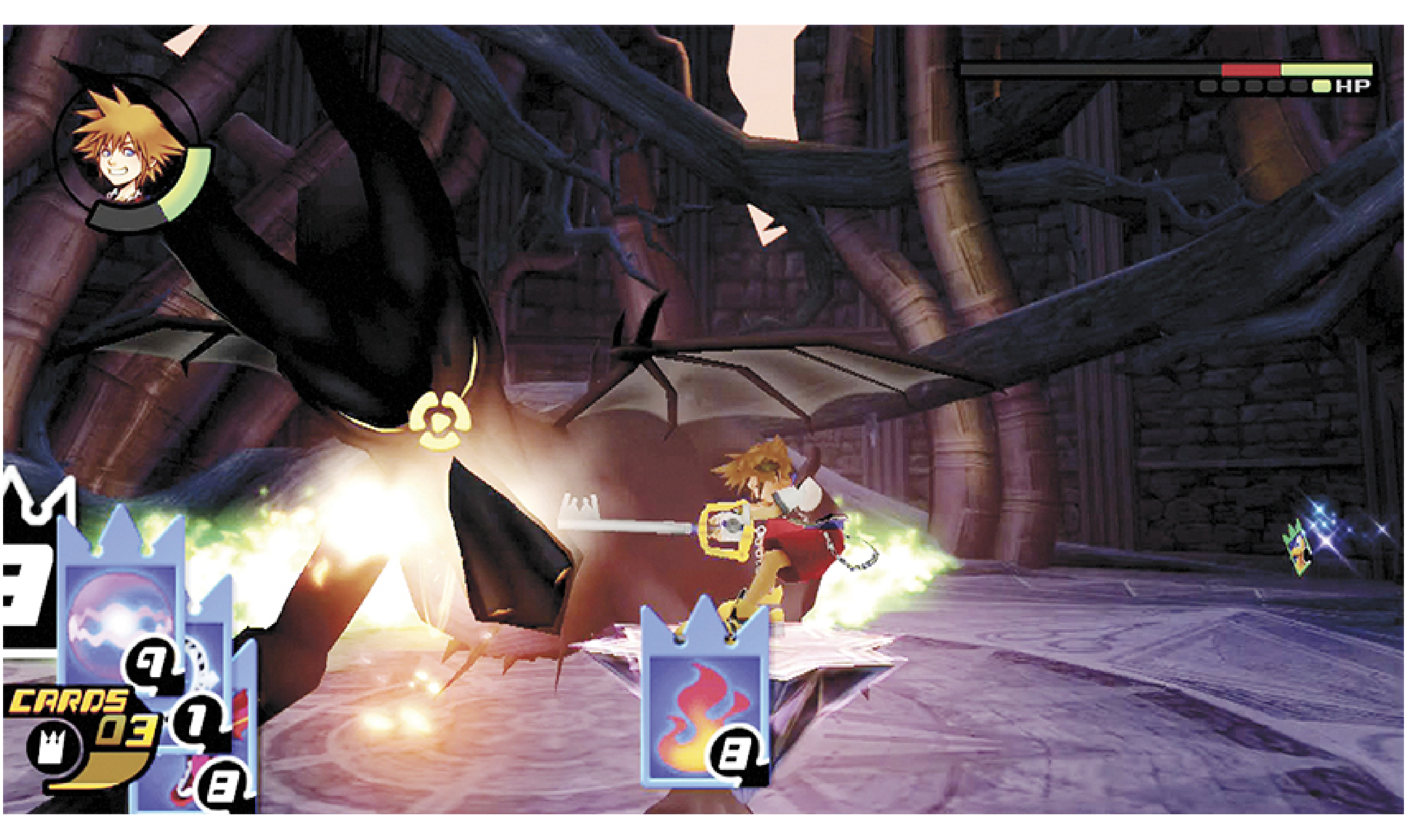
Unlike Captain Hook's cheap shot tactic, Maleficent will earn the beat-down she is sure to serve up. While she is not as much of a pain to battle as Hook, her moves are powerful and difficult to read.

Tip

The best way to know what Maleficent's next move is going to be is to look at her deck. If she has Cards that are numbered 6-8, she will jump and cause a lot of damage. If she has a Flame Card, it is best to stay back and wait for the flames to die down.

Do not let yourself get caught in her intense flame attack. When you see it coming, roll to the very edge of the room and run along the side until you get to the dragon, which will not have any green fire around her.

Use your high-leveled Cards to help you to break Maleficent's powerful moves, allowing you to target the dragon's gigantic head, and lay into her with your three-hit combo.



Tip

When Maleficent breathes fire across the ground, it is possible to jump straight up in the air and use Sora's Glide technique to glide over the flames and on to a cool space close enough to the dragon's head to lay the smack down.

Continue this tactic of hitting and running as best as you can. Hit her and glide away when she is going to use her flames. Once the dragon is done with, you receive the Dragon Maleficent Card.

Back at Castle Oblivion, Vexen is waiting for you, and he doesn't want to take you out for dinner. You thought it was safe to let your guard down, did ya?

Boss Battle: Vexen

Tip

Do not bring Summon Cards with you to this battle, as you will not need them.

The game had to throw you a bone at some point, and Vexen is that bone. He is refreshingly dim-witted and easy. At this point after a few ruthless and challenging boss fights, this is a welcome reprieve. Vexen is as weak as he is clumsy. His projectile attacks are incredibly easy to dodge as he announces his moves obviously, giving you ample time to react and start your dodging technique. The only move that will hit you repeatedly is when he hits the ground and icicles shoot up from the ground and follow you around the ring. Just keep rolling and Sora will barely get hit, if at all.

Vexen has a shield that he hides behind like a coward. That being said, he never protects his backside and leaves it open every time he uses a move.

Tip

While Vexen guards his front, he leaves his back open after almost every attack he deals, making it quite easy to slip behind him and beat him over the head with your Keyblade.

Note

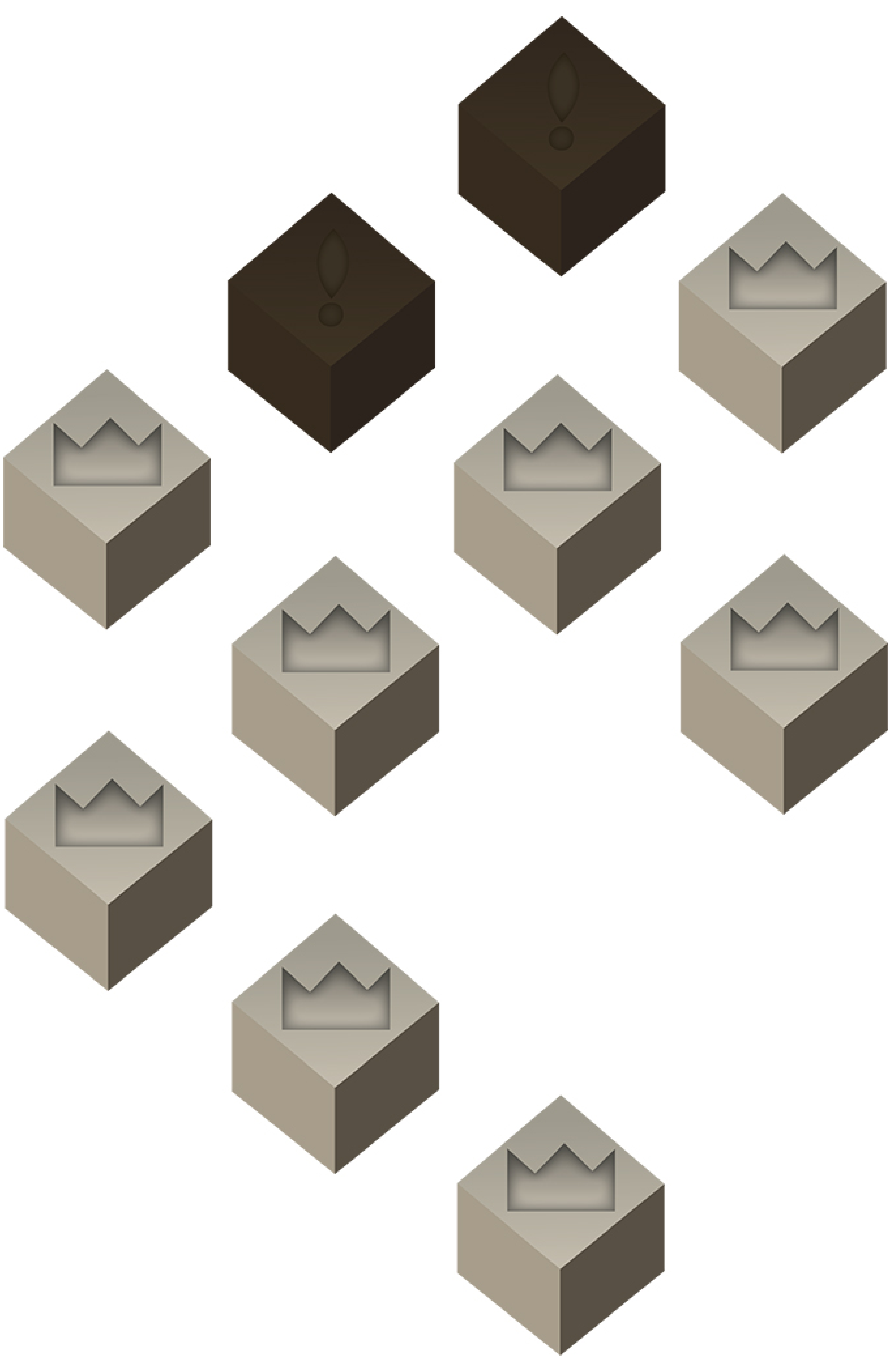
Don't worry about Vexen's reaction time when you get behind him. He won't even notice you until you have bashed him repeatedly.

Just roll around until he begins to attack, get behind him, and use combos. Next back up and repeat the process. His defense is terrible, so you should get through the fight in no time.

After the farce that Vexen puts you through, you receive the Freeze technique as well as the Twilight Town Map Card.

In a scene with the Organization, it looks like Vexen made a terrible mistake—one that Axel intends to correct. The only way to go is forward, so suit up and get ready for Twilight Town. Just before Sora leaves Castle Oblivion, Sora explains a memory he had about Naminé.

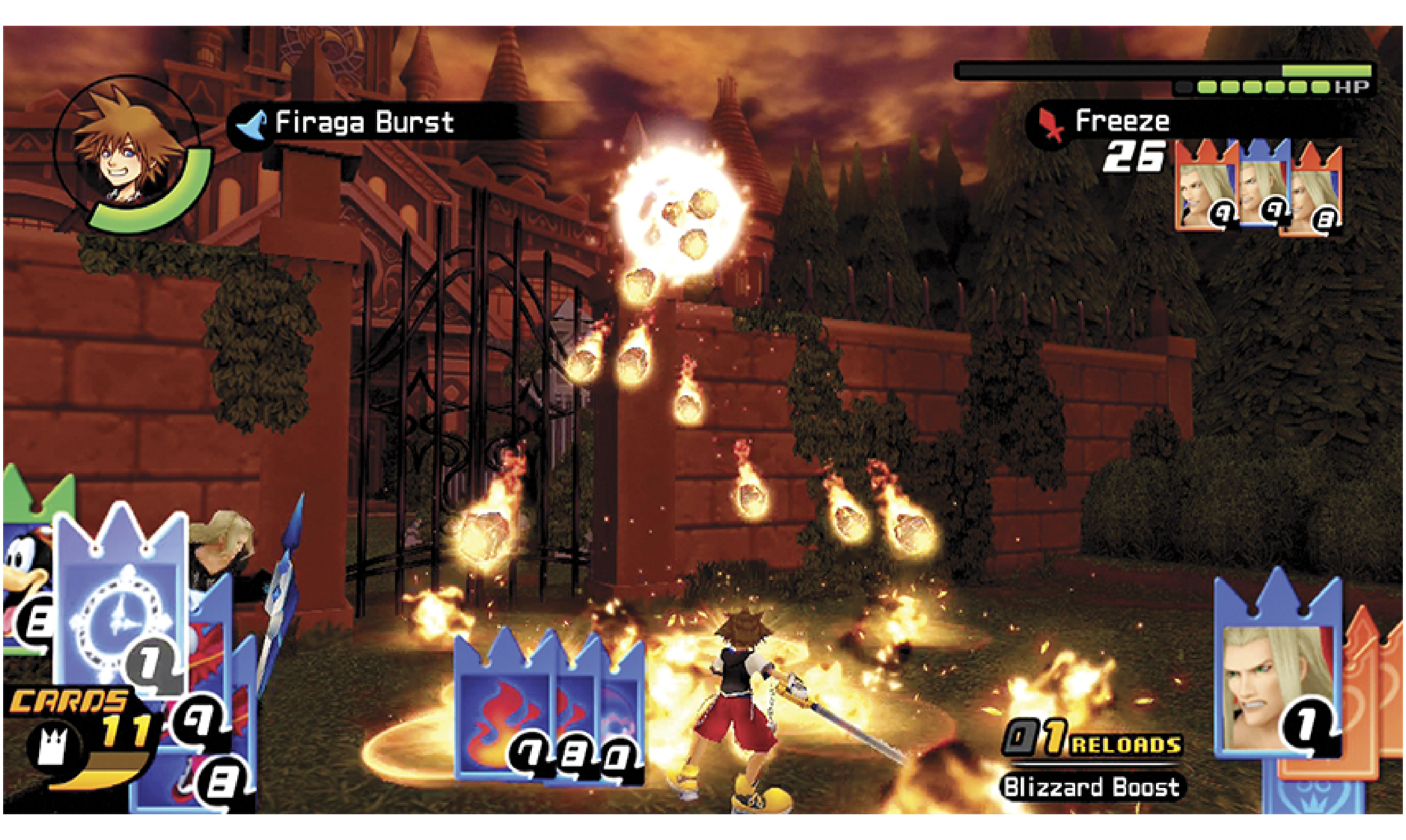
Twilight Town



When the group gets to Twilight Town, a cutscene involving Sora explaining a memory he had about Naminé commences. It seems as though this is the only memory Sora has left. The trio has to hurry before they eventually forget who they are. The Key of Beginnings Card is given to Sora, and the group must make their way to the glowing room on the map.

Caution

On the other side of the door is Vexen, but this time he is quite a bit more powerful than before. Make sure you are ready for this battle.



Boss Battle: Vexen (Part Two)

This time, Vexen is a lot less laughable. He has a more impressive list of higher-leveled Cards and combo attacks. His deck has a bunch of 8, 9, and 0 Cards, which make it very difficult to cast any sort of Summon successfully without him breaking the attack, leaving you open for a pounding.

Tip

If you can, it is highly suggested to fill your deck with strong Attack Cards, four Fire Magic Cards, and four or five Potion Cards or any other Cure Card of your choice.

Aside from what you already know about Vexen's attack list, he can now form puddles underneath your feet that make it difficult to keep any sort of traction.

Note

Vexen's icicle attack from before follows you for a longer distance and is a bit more powerful, however it can be dodged just as easily as before.

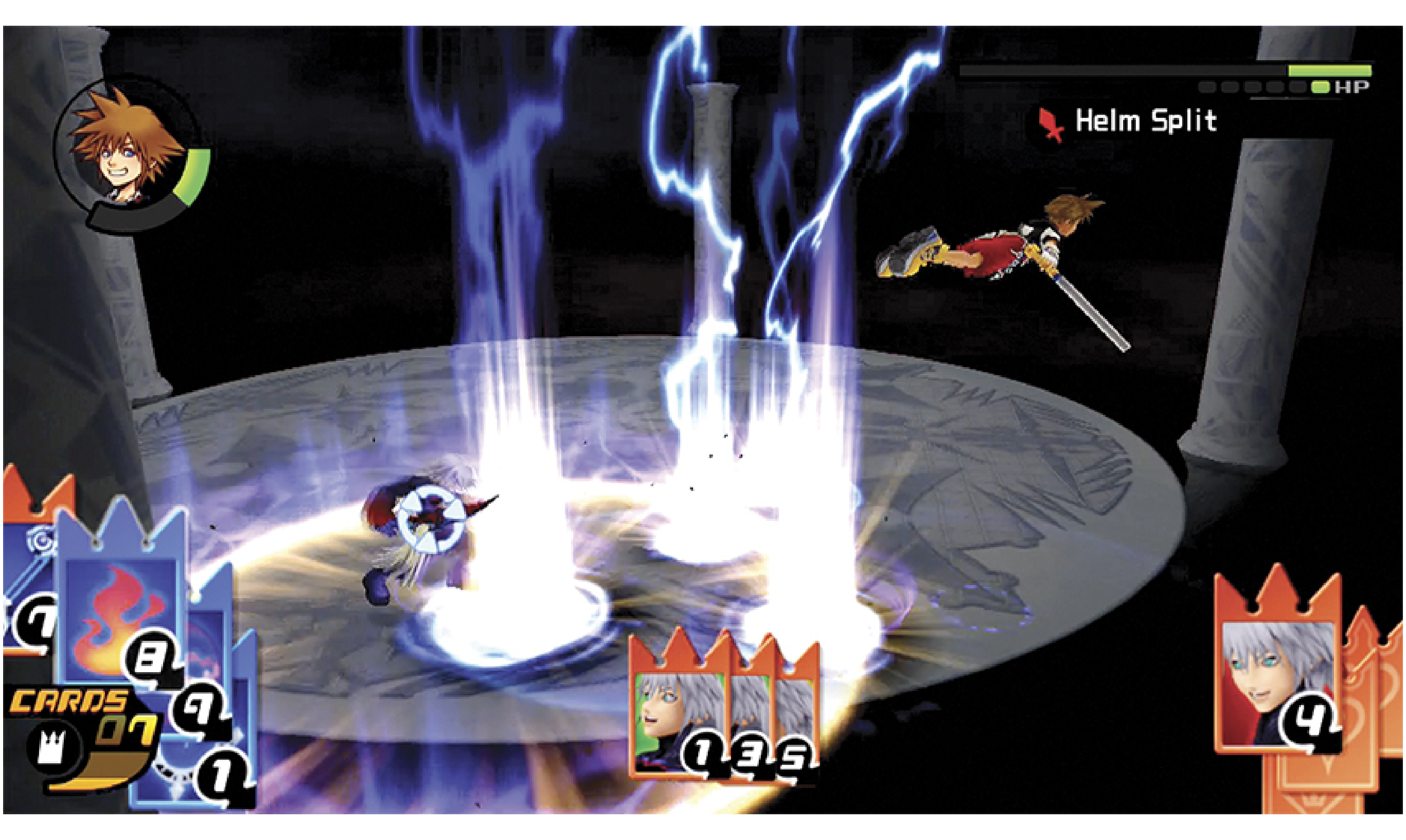
All this means little when you get right down to the art of war. Simplicity is key here, so repeat the same tactic from before by rolling behind his attacks and attacking the back of his blonde head until he goes down.

At the end of the fight you gain the Vexen Card. After the fight, a rather dark cutscene starts with Vexen hacking up a lung, crumpled up on the floor. In his agony, Vexen mentions a link between Naminé and Marluxia. Surprisingly, though, just before Vexen lets out the truth he is pummeled by an energy blast from Axel.

Axel's main purpose is to eliminate Vexen, before he "talks to much". Vexen pleads for his life in his cowardly fashion, but before he can reason with Axel, he is extinguished by the flick of Axel's fingers. "Goodbye" is all Axel says and impressively dispatches Vexen with little to no effort. Sora is beside himself, but before he can get any answers, Axel is gone.

After Sora leaves Twilight Town, Organization members talk to Naminé about setting Sora up so that they can take over the Organization. Naminé looks quite defeated, while Axel appears to have an ounce of remorse for Sora's fate.

When Sora sprints back to Castle Oblivion, he is met by Riku, who apparently has the same necklace from Naminé that Sora does. Riku becomes angered and challenges Sora to the third battle between friends.



Boss Battle: Riku (Part Three)

This fight is almost a carbon copy of the last fight with Riku. However it seems as though he is slightly weaker, or at least has not grown in strength as you have since the last fight between the two of you.

Note

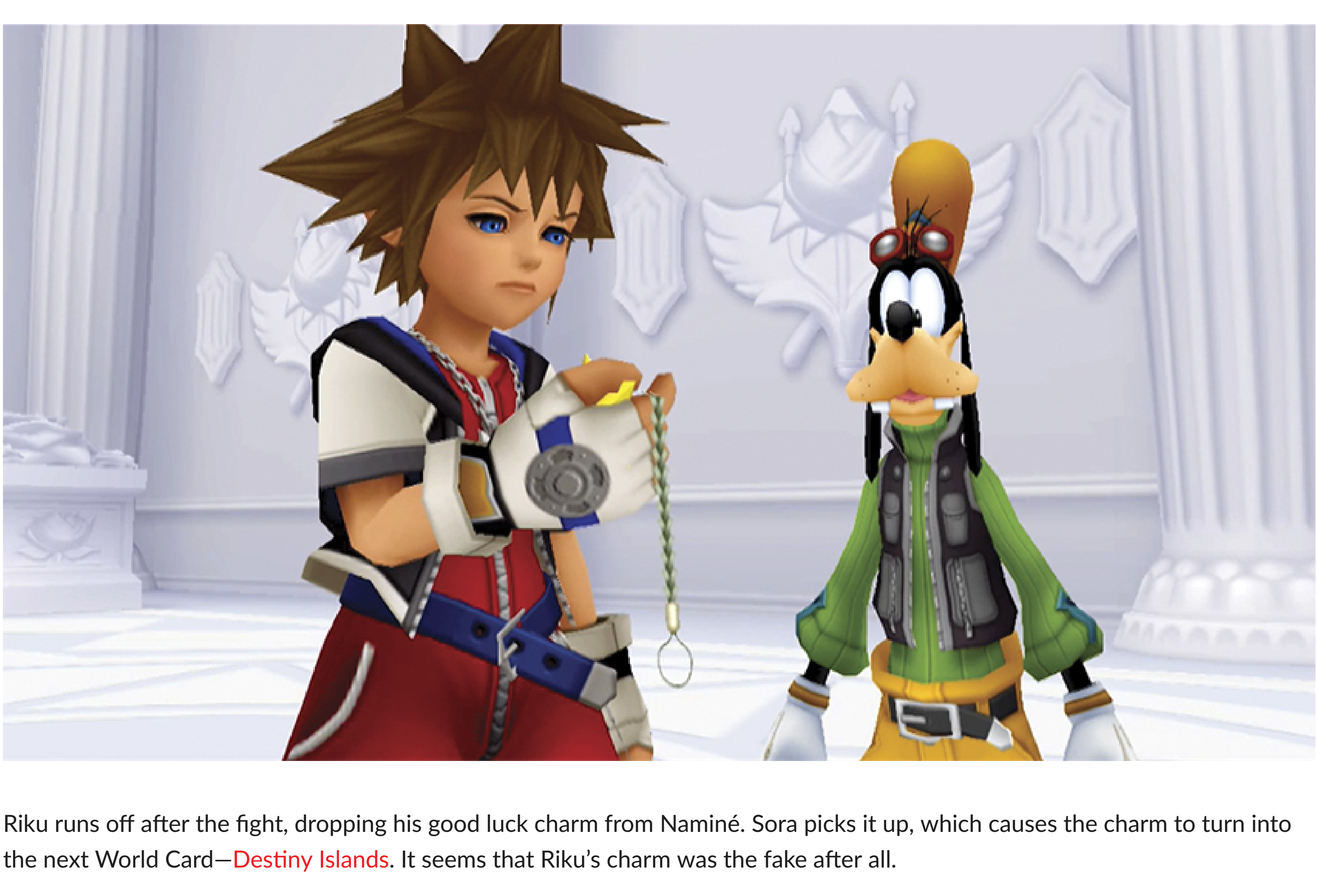
The only extra move in Riku's arsenal is a move where he winds up and shoots an energy blast at you. This is very easy to break or dodge because he announces the attack as if he has a megaphone.

Dodge Roll your way around this guy, jumping in to use Sleights and combos, then jumping back out to dodge and heal.

Tip

If you have learned the Strike Raid Sleight, this is extremely effective, as it stuns Riku for several crucial seconds, allowing recharge or smack down time.

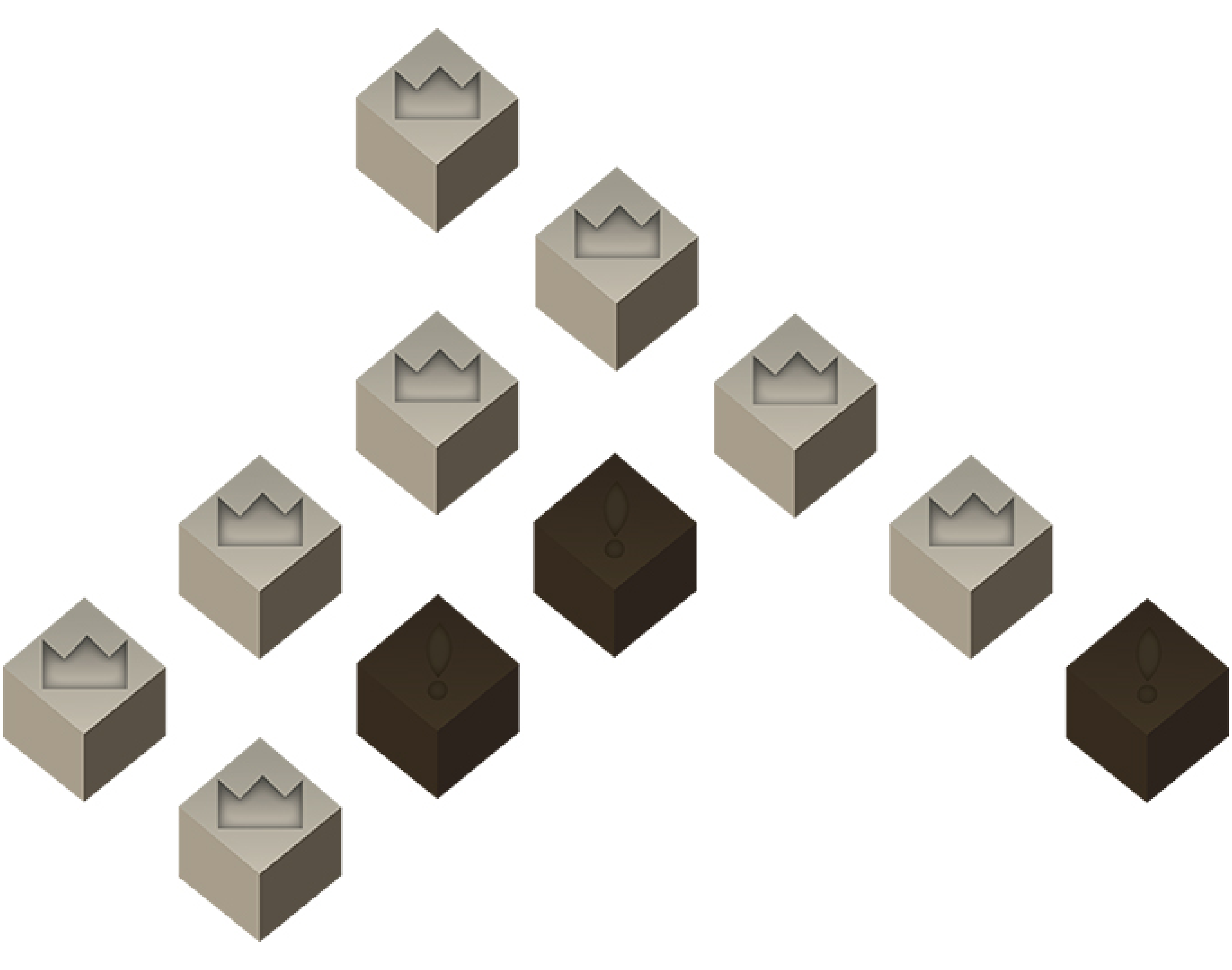
Deliver enough damage and Riku will fall. After the fight, you receive a Mega Potion Card.



Riku runs off after the fight, dropping his good luck charm from Naminé. Sora picks it up, which causes the charm to turn into the next World Card—Destiny Islands. It seems that Riku's charm was the fake after all.

Goofy and Donald are worried because Riku and Sora both seem to have the same memory. Sora does not like what he hears and abandons them. Meanwhile Naminé speaks with Axel and, in a surprising turn of events, Axel lets her go, saying that he will look the other way. "Make it count", exclaims Axel, after Naminé runs out of the room. Axel feels a bit of compassion for Sora and Naminé and chuckles at the silliness of it all. It is time to enter Destiny Islands.

Destiny Islands



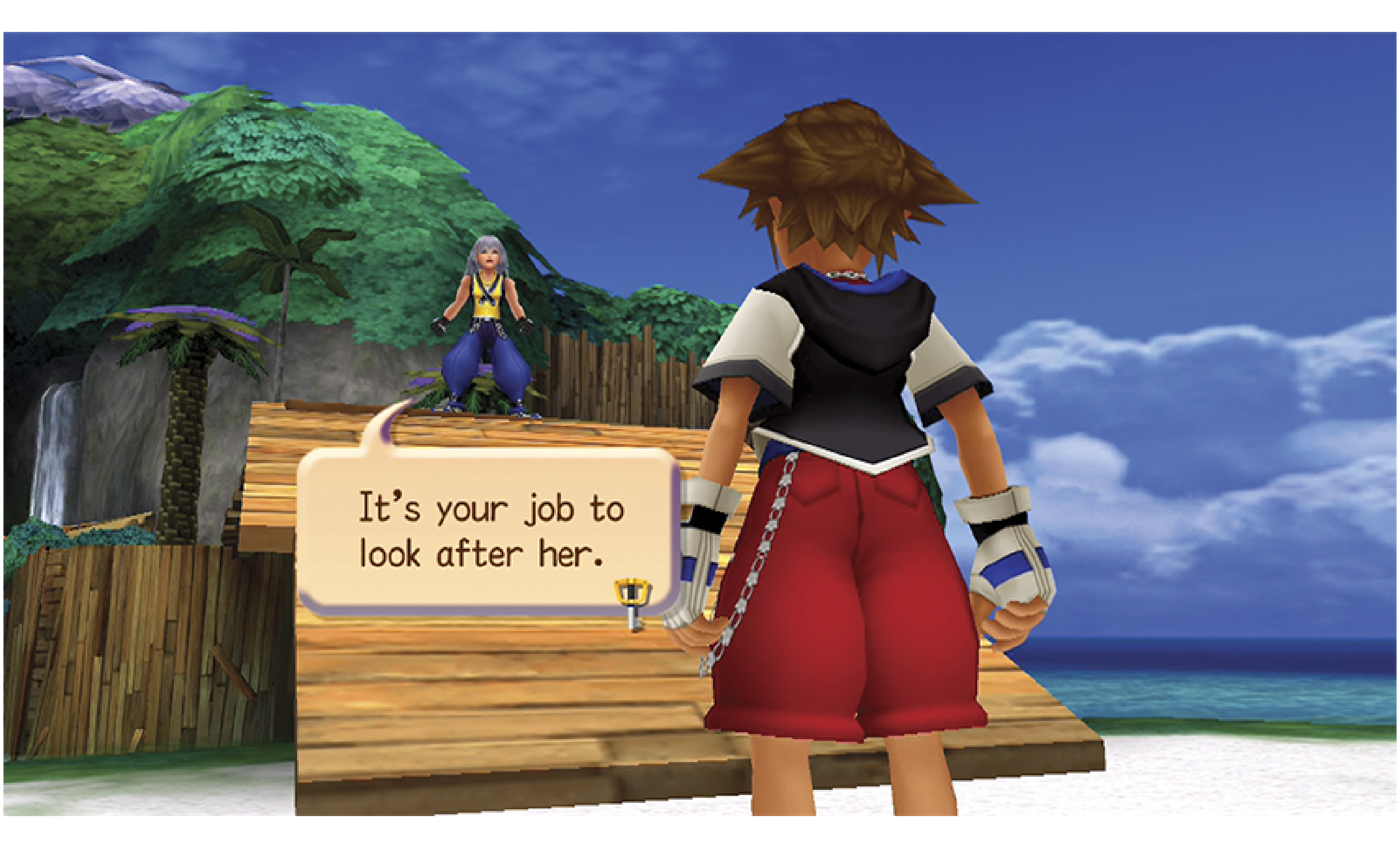
Sora enters the islands and recognizes them as a place that he remembers. Before he can think too deeply into it, Selphie, Wakka, and Titus run up to him and greet him warmly.

You hit your head?

Sora still does not really understand what is going on at the moment as his memory has little left to give him. The three others deduce that Sora must be looking for Naminé, and run off to leave him to it. Sora gains the Key of Beginnings card, and again you take control of Sora. Make your way to the first glowing room on the map, as usual.

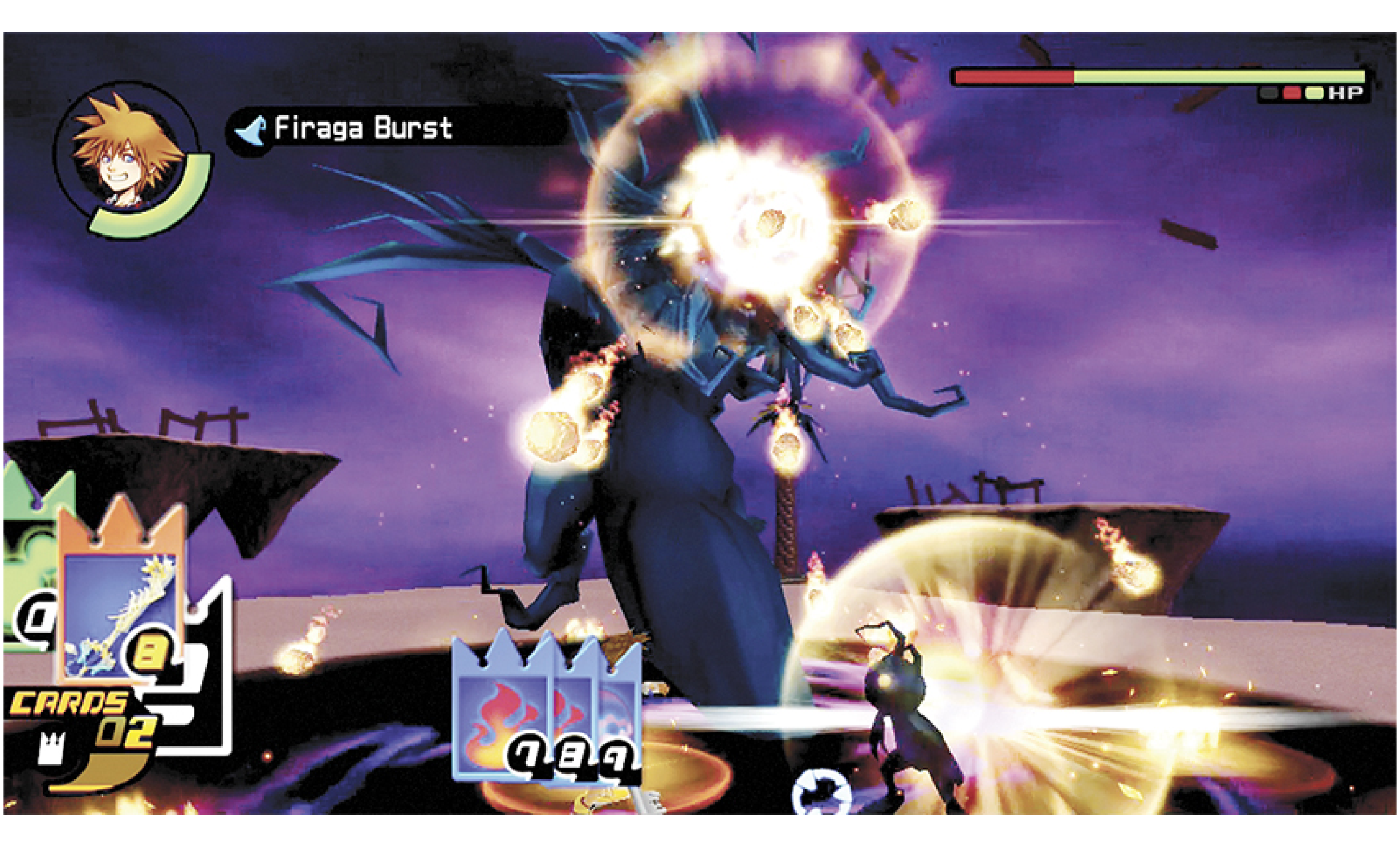
I get it... You must be the Riku from my memories.

After Sora enters the first crown room, Sora runs up and sees Riku. This Riku appears to be the real Riku and is as friendly as before. Unfortunately, Castle Oblivion has taken its toll on Sora's memory, as Sora barely remembers who Riku is.



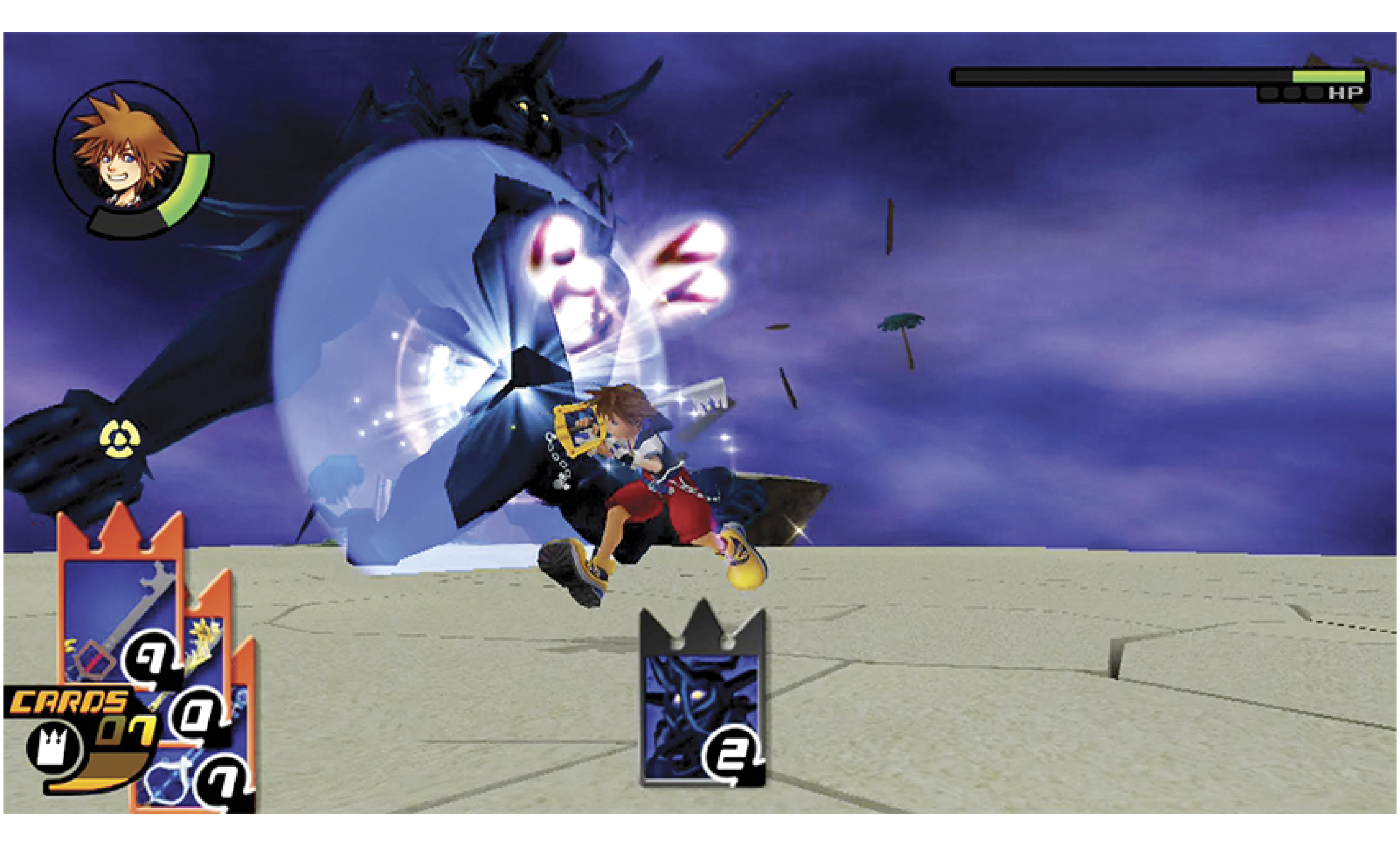
During their discussion, a huge rumbling roars through the Island, and Riku reminds Sora of his goal: to protect Naminé, no matter what. Sora agrees and runs off to find Naminé.

Now follow the path to the next special door to trigger the next cutscene. Enter the second special door with the Key of Guidance to witness a devastating weather pattern wreaking havoc on the island. Before Sora can catch his bearings, a rather large Heartless emerges from the water and engages you in (what else?) a boss battle.



Boss Battle: Darkside

First and foremost, do not let Darkside's appearance fool you. By far, he looks incredibly, impressively dangerous. In reality, this guy is nothing. He is less than nothing. Think Vexen and Parasite Cage rolled into one. This guy has some of the lamest moves for being so ominous looking.



The only thing Darkside has on his side is his enormous amount of defense. He may not have as many health bars as Riku or Vexen, but his tank-like defense is well fortified. Maybe that is why he has lived this long? Darkside's moves revolve around throwing electric balls at you. He throws blue balls that create more blue balls to hurt you. He also throws blue balls to create little Heartless minions to hurt you. This is child's play at this point in the game, and should be treated as such. Bring in your best Attack Cards, along with a few Magic Cards, a couple Summon Cards, and some Cure Cards for this fight. He will leave himself wide open for combos and summons, so just target his arms (strangely enough the only places that receive damage) and backhand him back to oblivion. Do not use Sleights, since his arms are usually too high for the Sleight to impact. You will need to do a lot of jump attacks for sure. Once he is defeated, you receive the Darkside Card as a party favor.

Sora and Naminé finally are reunited. But as all good things come to an end, so does this. Naminé tells Sora that he came for the wrong reasons, and a second Naminé appears. The second girl tells you not to believe the other half of her. Sora shows Naminé her good luck charm to prove that he was only looking for her. Suddenly, Naminé turns into Kairi, who Sora had completely forgotten about. Both girls disappear, leaving Sora by himself.

Back on floor thirteen of Castle Oblivion, Sora meets with Naminé again. He exclaims that it is not really Naminé he was looking for, but someone else he cannot remember. Just then Riku shows up and reminds Sora that, in fact, he was supposed to protect Naminé, and that Sora was instead supposed to look after Kairi. In Sora's twisted memory, however, he cannot remember this at all. As the conversation continues, it becomes quite clear that it is time for the final fight with Riku.

Boss Battle: Riku (Part Four)

Riku has beefed himself up significantly since the last go around. He hits harder than before and is much more ferocious. This fight is simply stunning to behold, as both Sora and Riku are at their most vicious. Riku has a new move called Dark Aura, where he flies around the ring attacking Sora in quick succession, and then ends with the blast wave from his Dark Firaga move.

Tip

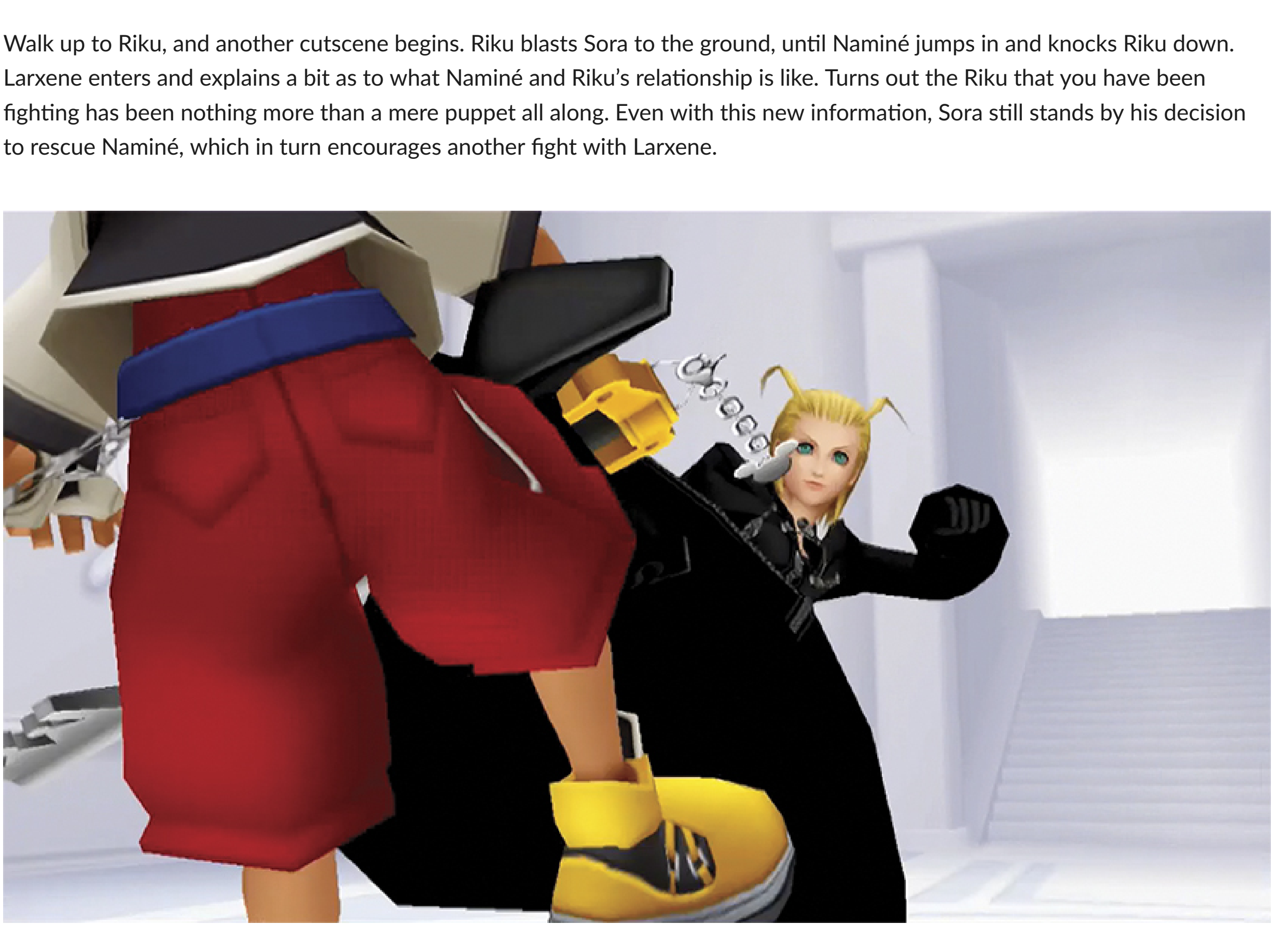
This move lands several blows, however strangely enough the best way to avoid this move and Dark Firaga is to jump and use Sora's Glide ability to glide away from the blast wave.

Note

The attack only hurts if you are on the ground, so use Glide to your advantage.

The worst part of this attack is that it depletes your life bar very rapidly, so it is highly suggested that you bring in around five Cure Cards, and high-level Attack Cards to break this attack before he initiates it. Besides this new move, he recycles his previous moves and has mostly the same pattern as before. Just bob and weave, and combo him when you can and you will be successful. After finishing the level, Sora gains the Riku Replica Card.

Walk up to Riku, and another cutscene begins. Riku blasts Sora to the ground, until Naminé jumps in and knocks Riku down. Larxene enters and explains a bit as to what Naminé and Riku's relationship is like. Turns out the Riku that you have been fighting has been nothing more than a mere puppet all along. Even with this new information, Sora still stands by his decision to rescue Naminé, which in turn encourages another fight with Larxene.



Boss Battle: Larxene (Part Two)

Like the last Riku fight, this latest battle with Larxene is a bit more challenging than before. This go around she has more life bars and is much more aggressive, sometimes attacking several times before backing off. She also has a new teleportation move, where she disappears and reappears in quick succession and slashes at Sora as she flies back and forth.

Tip

To avoid this attack, simply roll away from Larxene repeatedly until her attack stops.

Larxene also uses mostly Thunder spells, so try to break these when you can. Larxene has a new move in which long lightning bolts shoot from all directions, trapping Sora in the electricity and raising him up to be beaten back to the ground. This is quite painful.

Tip

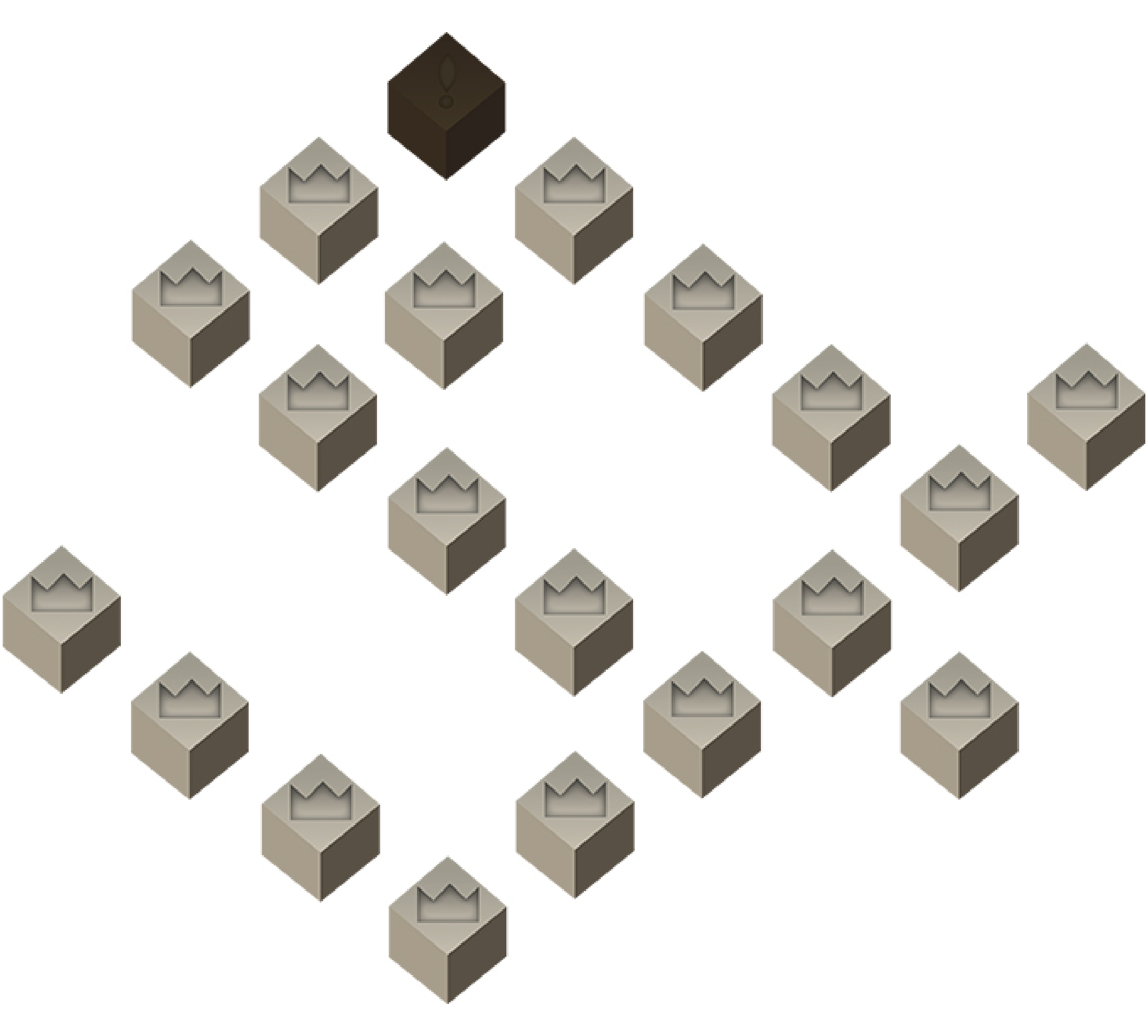
As soon as she begins this move the sky will turn black, which is your signal to jump immediately and then Glide to the ground. This will avoid as much time being on the ground as possible, resulting in less damage to you.

Besides these overall changes, her fighting style and the tactic to beat her is the same. Break as many of her Thunder attacks as you can and use strong Summon Cards and Magic Cards.

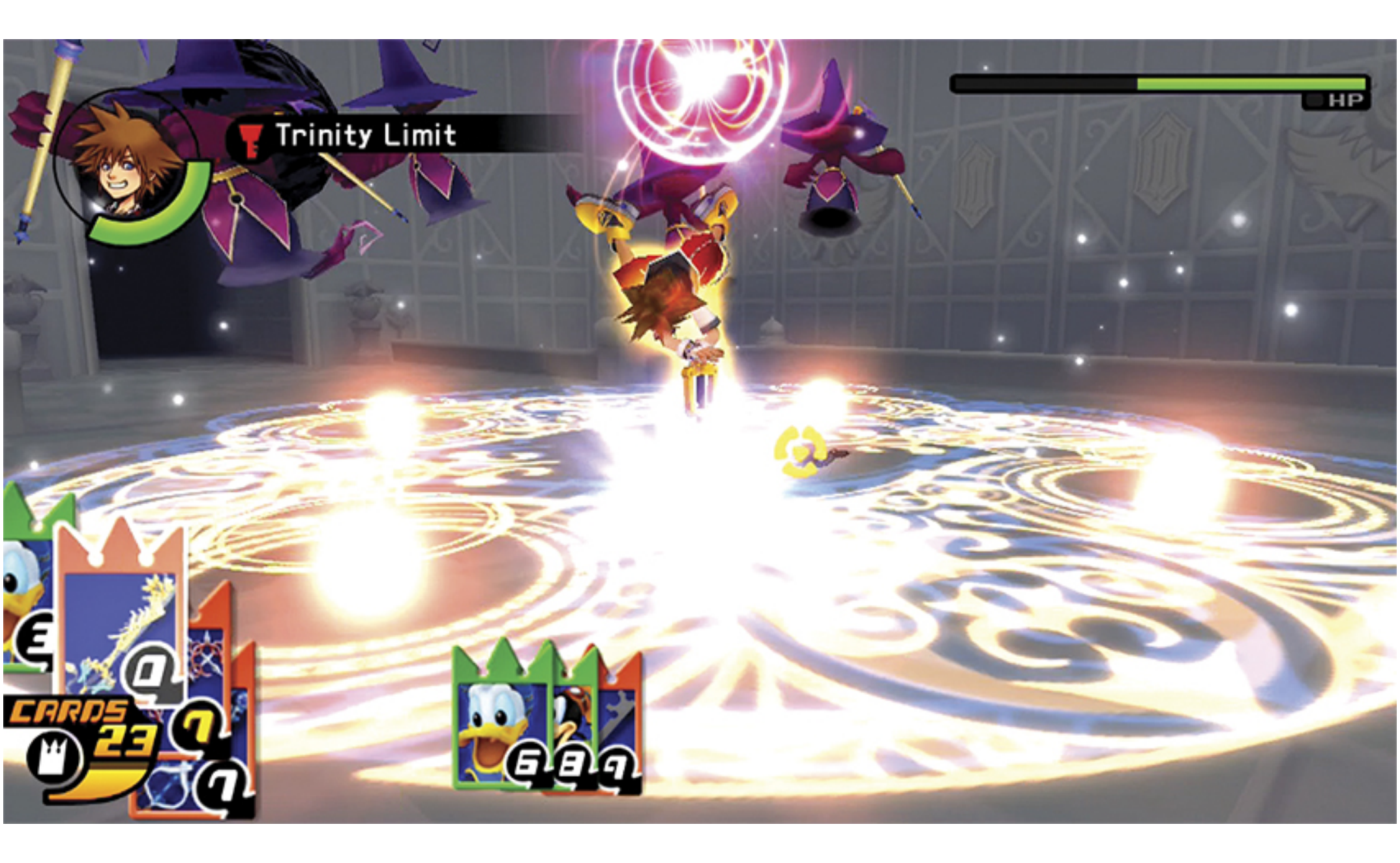
I won't...ALLOW...

After Larxene fades into nothingness, Goofy and Donald want some answers from Naminé. Naminé explains that Sora's memories were not truly his own. Naminé put them in his head herself, pushing Sora's real memories down deep in his mind and creating false memories to go on top of them. After a bit more explaining, Sora decides he does not care that his memories have been false, and then reasons with Naminé to wait where she is with Riku so that he can run to the thirteenth floor. On the way there is another cutscene involving Sora and the gang attempting to remember who was most important to Sora. Once the scene ends, Sora obtains the Trinity Limit ability.

Castle Oblivion

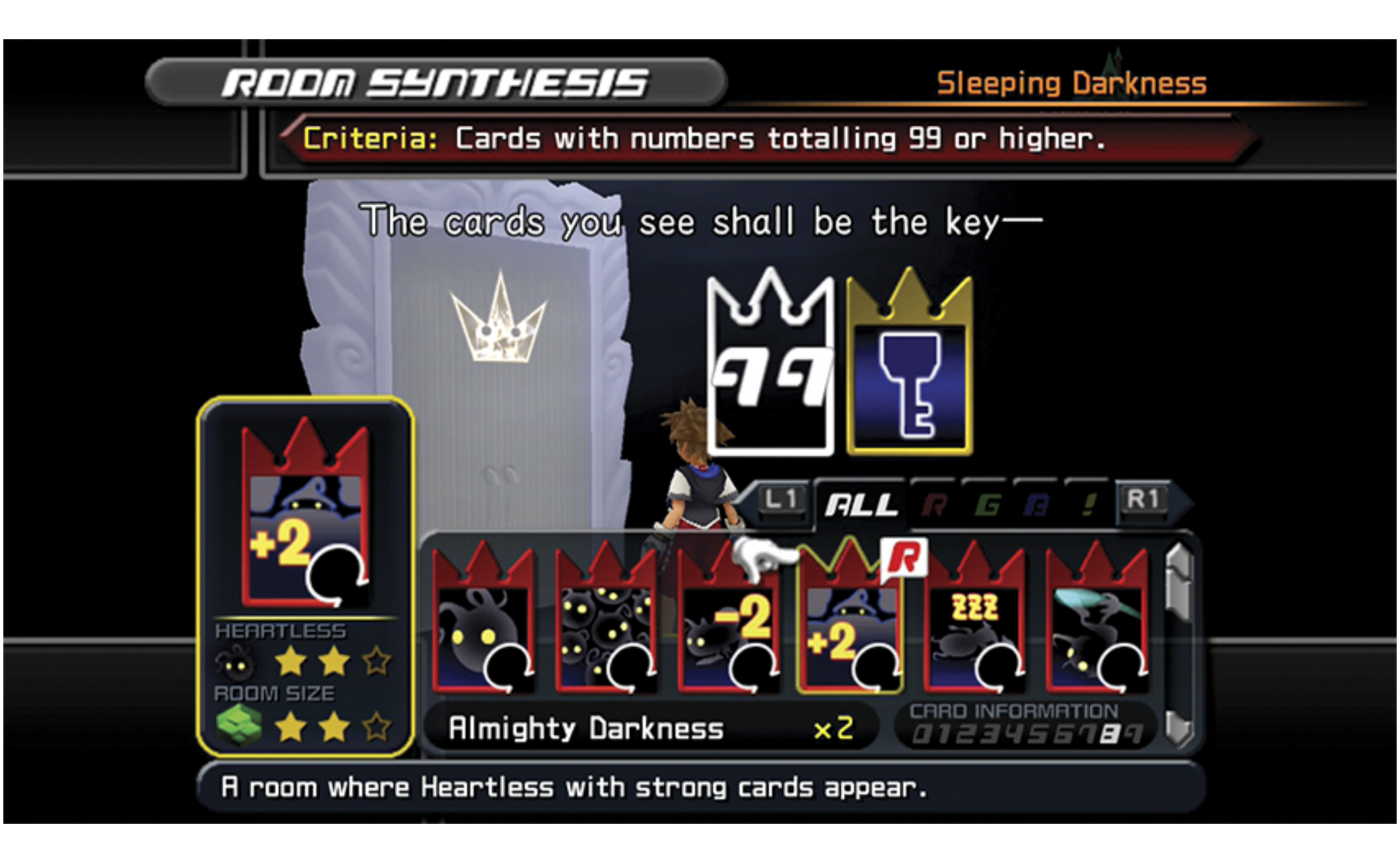


After Sora, Donald, and Goofy all try and deduce the history of Naminé's good luck charm, the trio agrees to forgive one another and have each other's back through to the end.



After gaining the Key of Beginnings card, follow the map to the glowing crown room. The Heartless that randomly attack are much more powerful than before, and look a bit more menacing. Regardless of their improved defenses, you should have no trouble dispatching them, which will also bring you a load of experience points. Before you get to the crown door, a very brief cutscene shows Naminé taking care of the Riku Replica, and a figure appearing in the foreground. After the scene, continue on through the next series of rooms, still making the long trek to the first crown door.

A second cutscene begins, this time between Marluxia and Axel. The two are arguing about each other's true intentions, and Marluxia calls Axel a traitor. Axel returns the insult, and Marluxia takes Axel for a double agent, which begins an epic fight between the two of them. At the end, continue to make your way to the first crown room on the map. If you can, try and centralize a save point from within the world so that it is easy to access when you are running back and forth though the different rooms. There is going to be some hard fighting ahead, so tread lightly. However, it is recommended to make the room before this crown door into a room with enemies, as you may need to level grind a bit to access the next door. Making a room so close will serve as an easy access point for racking up more cards.



ROOM SYNTHESIS

Sleeping Darkness

Criteria: Cards with numbers totalling 99 or higher.

The cards you see shall be the key—

A room where Heartless with strong cards appear.

This next special door is especially difficult to enter as you will need a red numbered card, a blue numbered card, and a total of 99 points worth of cards to enter. Yeah, you may need to grind some major levels to have enough points to enter this room. Once this door is opened another scene begins.

This scene starts off intense, showing Axel and Marluxia going at it. Marluxia senses defeat, and grabs Naminé and holds her as a shield. Just then Sora runs in and Marluxia convinces him that Axel is at fault. Sora misplaces his anger towards Axel and challenges him to a fight, which Axel willingly accepts so as not to lose face.

Raging Storm
HP
CARDS 24

Boss Battle: Axel (Part Two)

Like the last few Organization members, Axel is much more feisty in this battle than the last time you faced him. His health meter is much larger, and his hits do much more damage. He likes to throw fireballs, called Firetooth, which can easily be broken with strong cards or dodged. Axel still uses Fire Wall, another flame attack that expands and explodes over the entire arena.

Tip

This attack is difficult to dodge, but you can severely lessen the damage you take by running or rolling to the very edge of the arena.

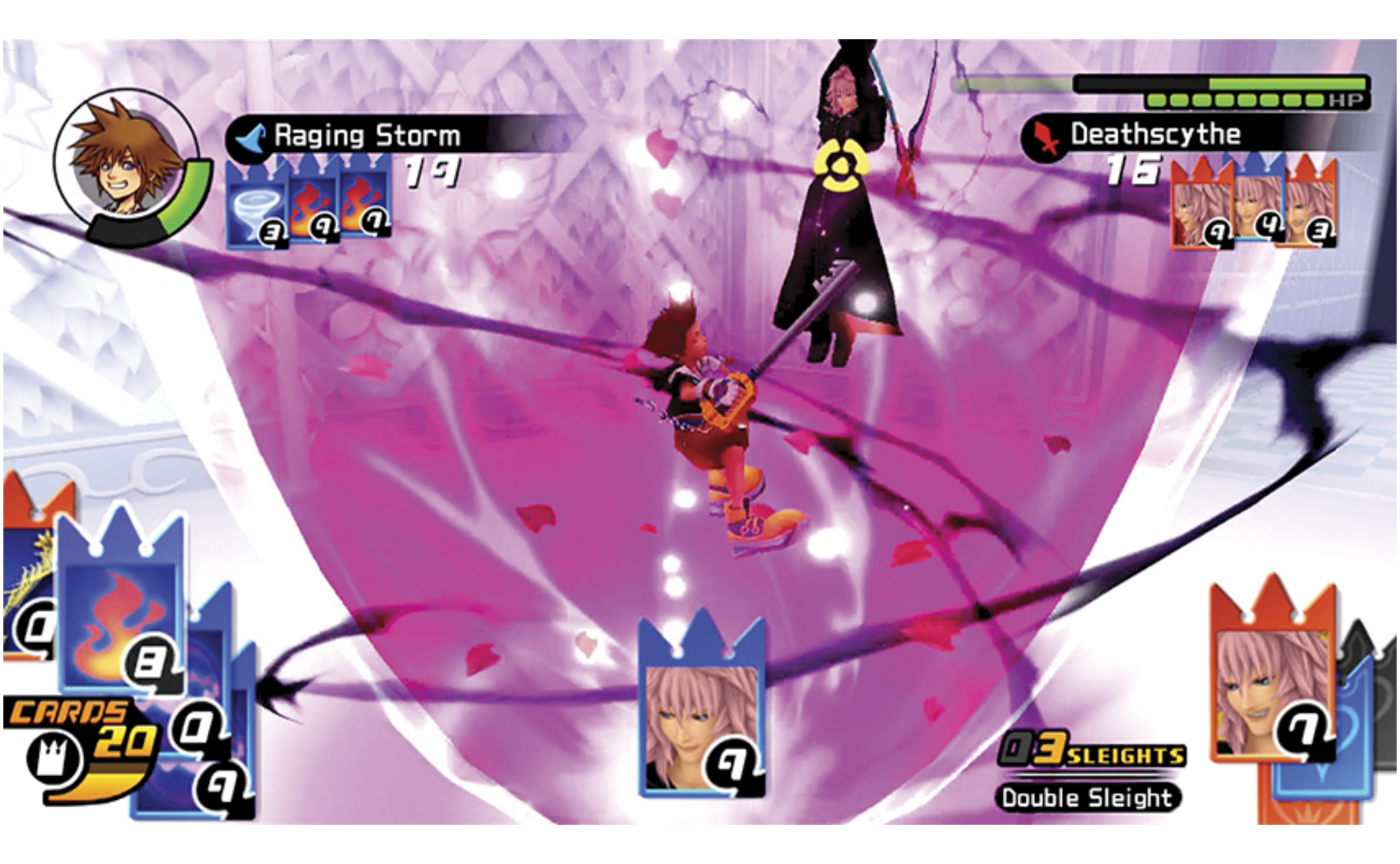
The majority of this fight relies on the same tactics as before. Axel is still very quick on his feet and will hit you with a barrage of spiked attacks. For the most part in this fight, Axel seems like he wants you to beat on him, as he will sometimes just sit there and wait for you to hit him. Running up on him and using strong combos and Sleights becomes the best tactic, as Axel just sits there for a few beats to let you pummel him.

Tip

Summon Cards are good in this battle, however the Blizzard Magic Card will be the most effective, since Axel is a fire-based opponent.

In the end, Sora gains the Axel Card. After the fight, proceed to the next crown door.

After the fight, Axel tells Sora that he was happy to help out, however before Sora can get much more out of him, Axel disappears. After the scene, continue on to the last room to the north on the map and proceed through the already open door to meet Marluxia. Marluxia congratulates Sora for getting Axel out of the way, and then commands Naminé to erase Sora's memories. After Naminé refuses, the Riku Replica runs up. Apparently he does not care that his memories were false—protecting Naminé is his only mission. This instigates the first fight with Marluxia, and it is a frantic one.



Boss Battle: Marluxia

Every previous battle has come to this point. Every level earned, every Sleight learned, and every card burned has brought you to this moment. Now is the time to utilize every skill imaginable to defeat Marluxia. This guy is tough. Simple as that. Thus finding a strategy that works is very difficult.

Tip

The best tactic for Marluxia is to watch his deck and read up on his moves. Once you see his particular Attack Cards, break them if you can or dodge anything you are able to. As for his moves, they are many.

Raging Storm
HP
CARDS 20
02 SLEIGHTS
Double Sleight

Tip

Marluxia's moves are extremely difficult to read, so keep a look out for the cards he is lining up to use.

Marluxia uses Blossom Shower, which is borderline insane to dodge, so have a 0 Card ready to break it. Marluxia also uses a pink projectile to fly at your direction, which can be dodged by rolling just before it reaches you. The most interesting attack is one where he moves a bit after a Scythe attack, which breaks all laws of time and space, causing damage without you really knowing it. Deathscythe, however, is a move that ensnares you in a pink shield until Marluxia releases you with a touching slash to the torso. Lastly, Marluxia will throw his Scythe up into the air, turning the sky black, and then command the scythe-shaped bolt back to destroy you. He will use this attack again, however it will be in rapid succession, which is technically a different move.

Marluxia is hard, not because his moves hurt that much, but because it is really difficult to predict or read his next move. This is why it is highly suggested to have at least five Cure Cards on hand as well as some amazingly high numbered Attack Cards. Marluxia is punishing and his moves need to be broken as soon as they are set up.

Note

Breaking the attacks gives you small windows to bring on the pain in your own way.

The good thing about this fight is that Marluxia has very little defense. Hitting him with a three-hit combo takes him down almost an entire life bar.

Tip

Bring high-leveled cards into this fight, as you do not want Marluxia to constantly break Sora's attacks.

After the fight, Sora is given the Marluxia Card. Sora also gains a level, and if you have learned all the Sleights up to this point, Sora learns the Ars Arcanum Sleight.

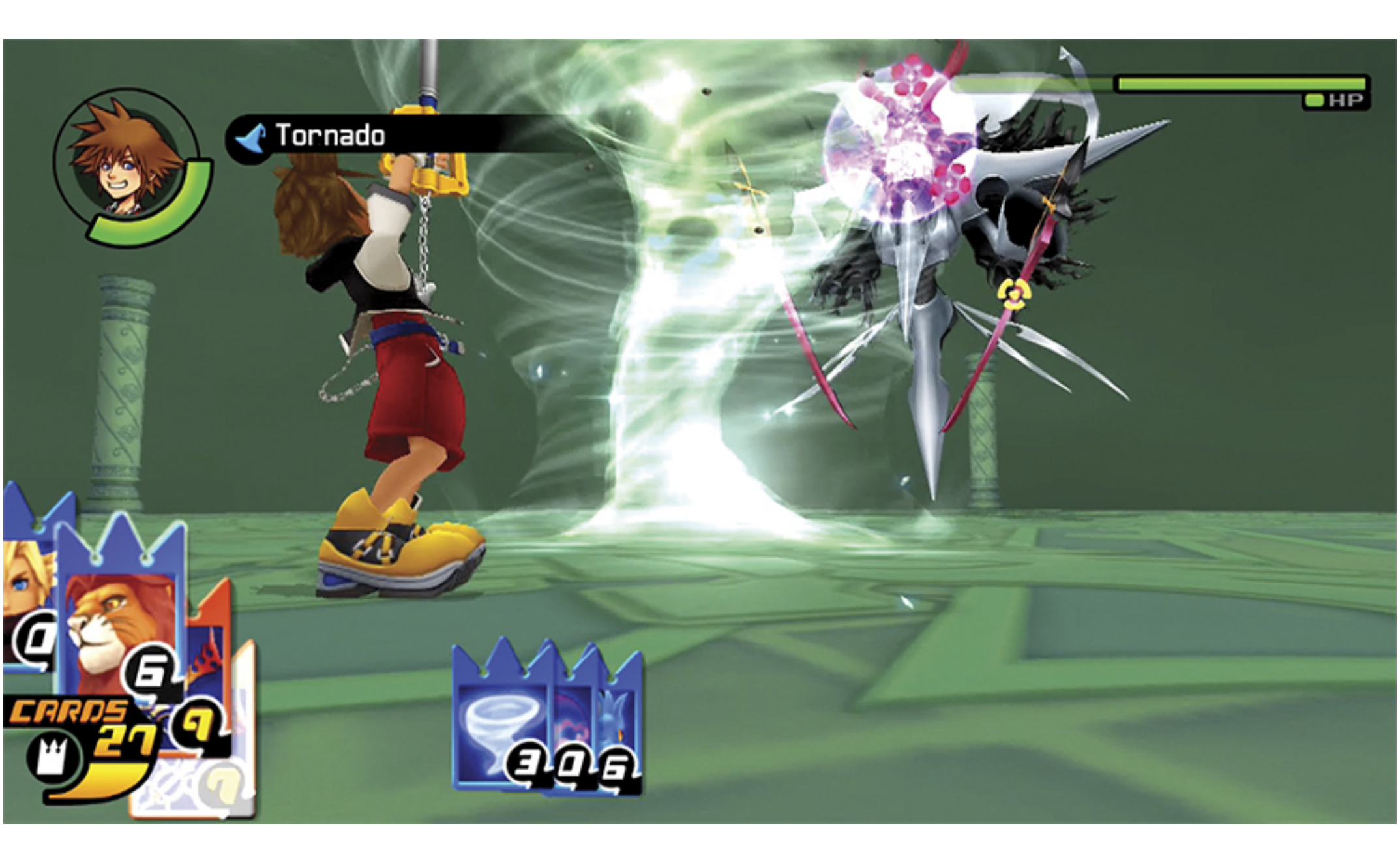
Note

Ars Arcanum Sleight is a great thirteen-hit combo that can be used quite easily with three level 2 Attack Cards.

It seems that this Marluxia was merely a well-choreographed illusion that disappears behind the door. Sora tells Riku to hang back with Naminé, then boldly chases after the real Marluxia to engage in another match against the flower-loving member of the Organization. Do not enter the door to face Marluxia without editing your deck to make use of any Sleights and Summon Cards. It is highly suggested to bring three or more Cloud Summon Cards.

Caution

Also do not miss this opportunity to save your file as it is the last point in the game. If you forget, you will get a text option that reads "I'm not quite ready..." when you attempt to progress through the door.



Boss Battle: Marluxia (Part Two)

Marluxia has somehow blossomed into a devilish looking robot that wields two scythes. Do not let his appearance fool you too much. While this fight is time consuming, it is not as devastating as the last fight.

Note

This battle will definitely take some time, so bring in your highest-level Attack Cards, about five Cure cards, and as many Summon Cards as you can fit in your deck.

From the beginning, run up and destroy Marluxia's scythes.

Tip

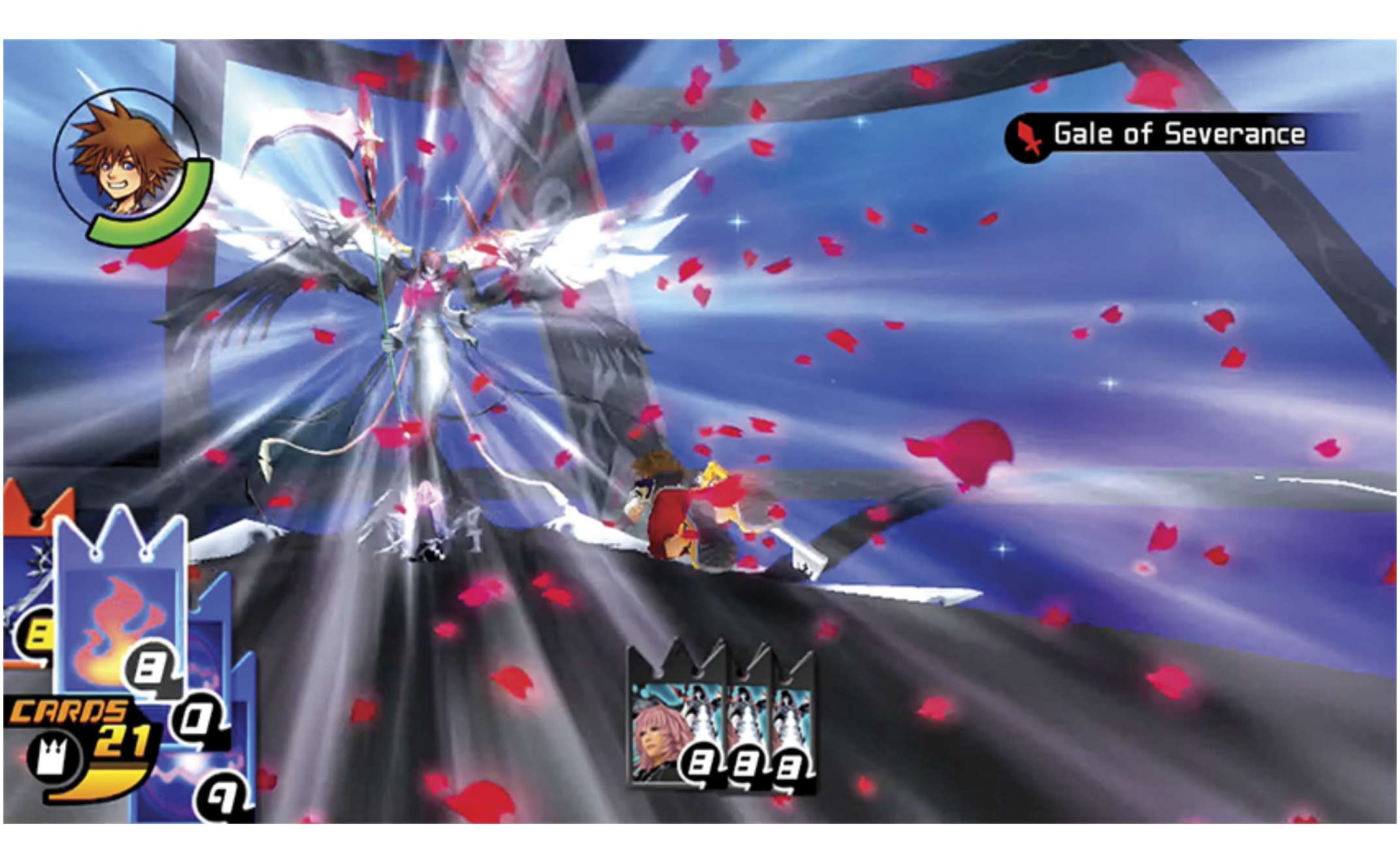
Using the Trinity Limit Sleight will take down one entire bar of Marluxia's health in one hit.

Once the scythes are finished, take the fight to Marluxia's abdomen. Turn to the Cloud Summon Cards and use them as often as you can when Marluxia stands still.

Tip

Marluxia's moves are fairly easy to dodge, so learn his patterns and Dodge Roll or use Super Glide, if you have it, to fly over his area attacks.

Repeat this method as many times as you need to bring this pretty boy down.



When you thought Marluxia was finally defeated after you defeated his mechanized suit, his third and final form appears. Now he stands before you with a large angel of death creature floating behind him. Marluxia begins by throwing pointed rose pedals at you repeatedly.

Caution

Marluxia has an incredibly annoying attack called Whirlwind that, when contact is made, causes you to lose all your cards. You will then need to run around to collect them all before attacking him again.

His next move is called Gale of Severance, which just uses a gust of wind to push you all the way to the back of the arena.

Tip

Roll or use Super Glide to get back to him quickly before he can unleash another attack.

His main third attack is simply called Doom, which you cannot avoid. It contains you in a magic field and then counts down from six to zero, before you are attacked by his angel of death.

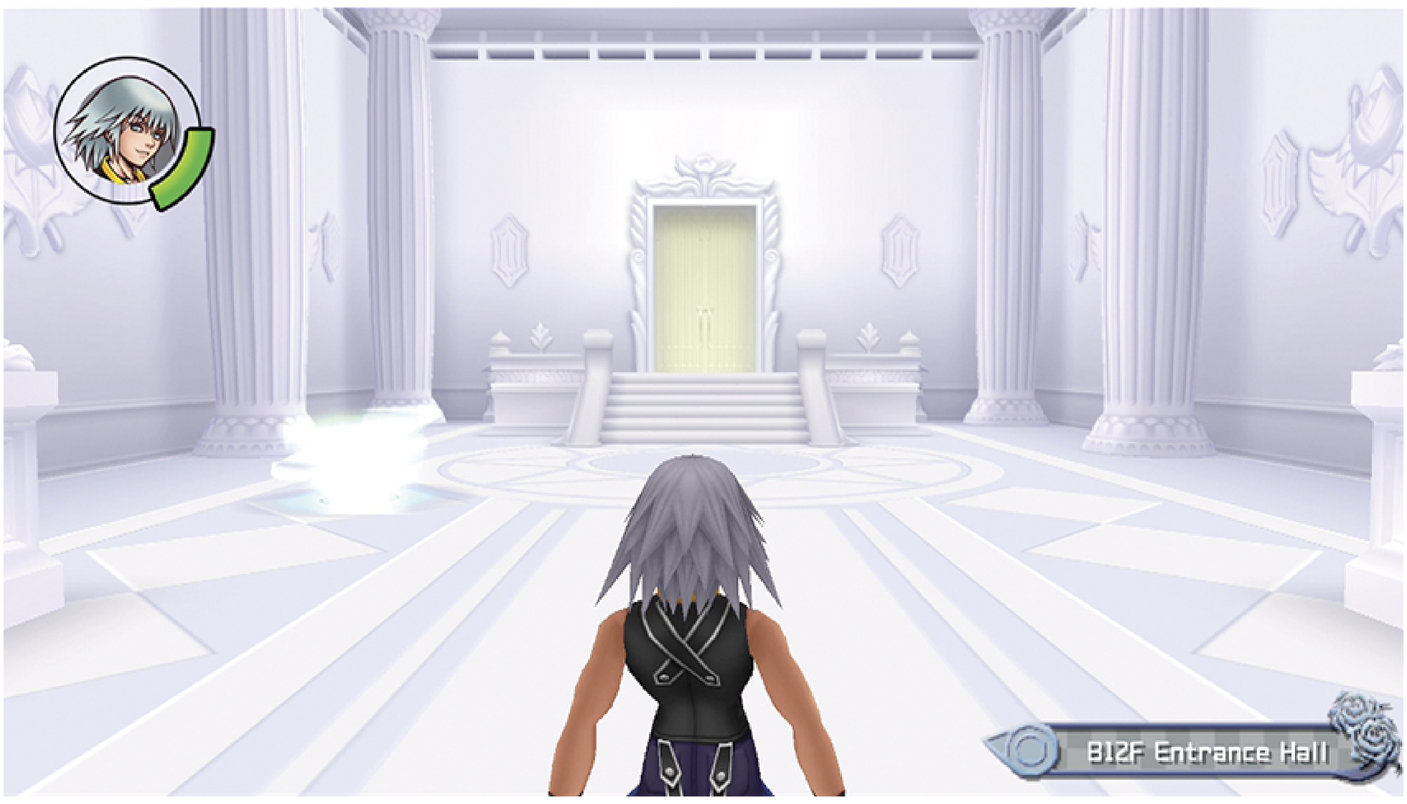
Even after all this his moves are not that damaging, and combos and Cloud Summons still work very well because Marluxia stands in one spot for the entire fight.

Once the battle ends, the last cutscene for Sora begins, so enjoy the ending. For all you diehard fans out there, there is much more left to come, however. After Sora's ending, it is time to complete the game over again, this time playing as Riku...

Reverse/Rebirth

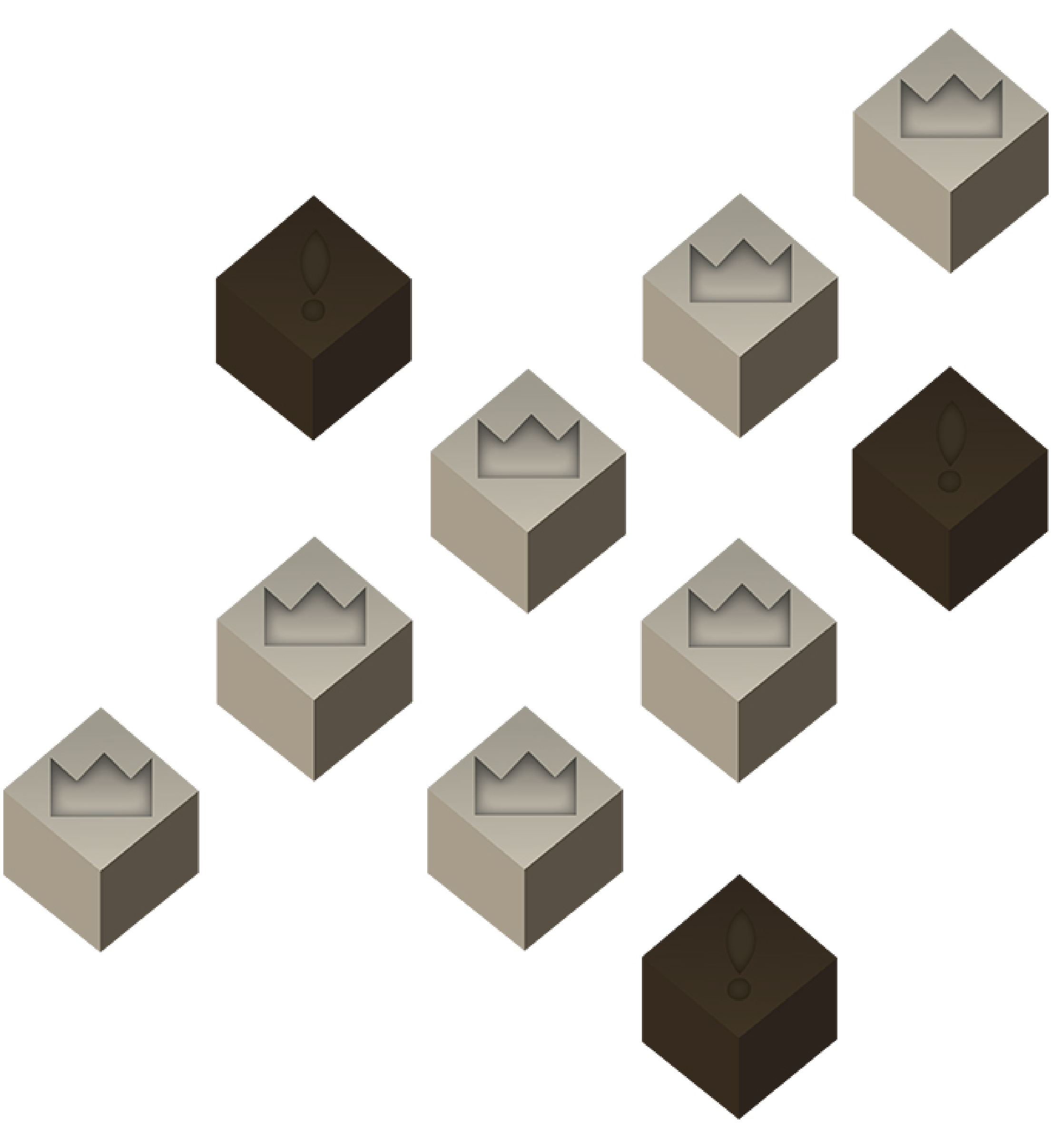
Riku's Story

When the scene opens, Riku is floating through a void of nothingness, until he is awoken by a mysterious voice. The voice tries to remind him why he is where he is. Riku recalls his last desperate memories about how he and King Mickey were being trapped in the darkness. The anonymous voice speaks with him and asks whether he wants to float around here, or come back to the land of the living. He gives Riku a word of caution—Riku may not like living with the pain that comes. Riku announces that staying here is worthless, and he is given a card to Hollow Bastion.



When Riku awakens, he is now in Castle Oblivion. Be sure to save, then run up to the door at the far end of the room and select the Hollow Bastion Card.

Hollow Bastion



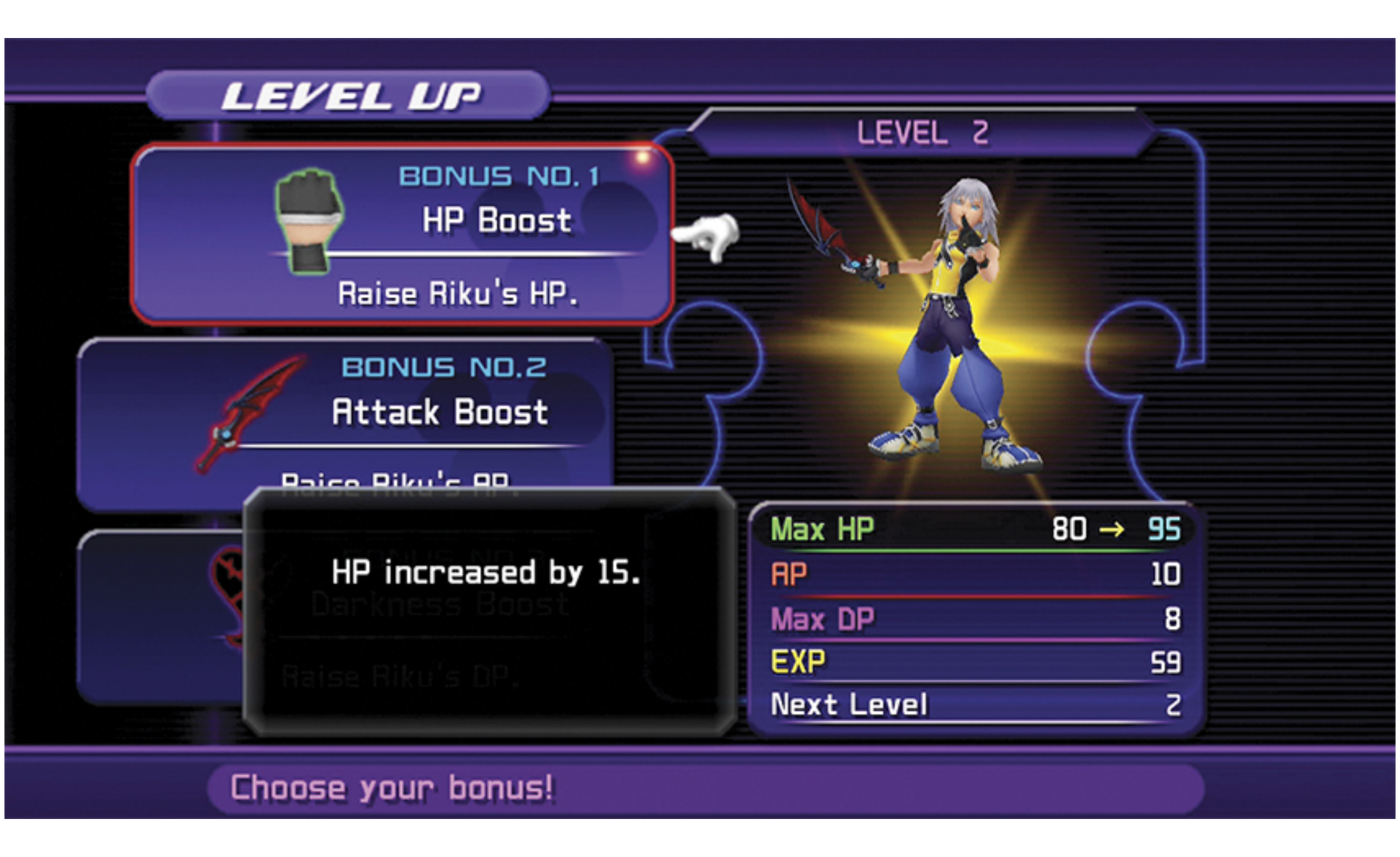
Riku finds himself inside Hollow Bastion. However before he can even call out the town's name, the voice tells him that this place is not real, and is just a place from his memory. It seems that his memories of his time with Maleficent were formed into a card and transferred here. Riku demands some answers and the voice tells him that he will only meet the people from his memories. Riddles upon riddles it seems. After the two finish talking, Riku receives the Key of Beginnings Card.

NEXT LV
HP
CARDS 01

The first thing you notice when exploring is that this place is... completely empty! Well, except for the mindless Heartless cruising the halls. One big difference you will notice is during a random encounter with said Heartless. Riku is very different from his counterpart, Sora. First of all, Riku does not need to recharge his cards. We all can give a sigh of relief over that one.

Note

Once Riku gets to the end of his deck, you will see a solid black card that, when selected, quickly brings his cards back into play.



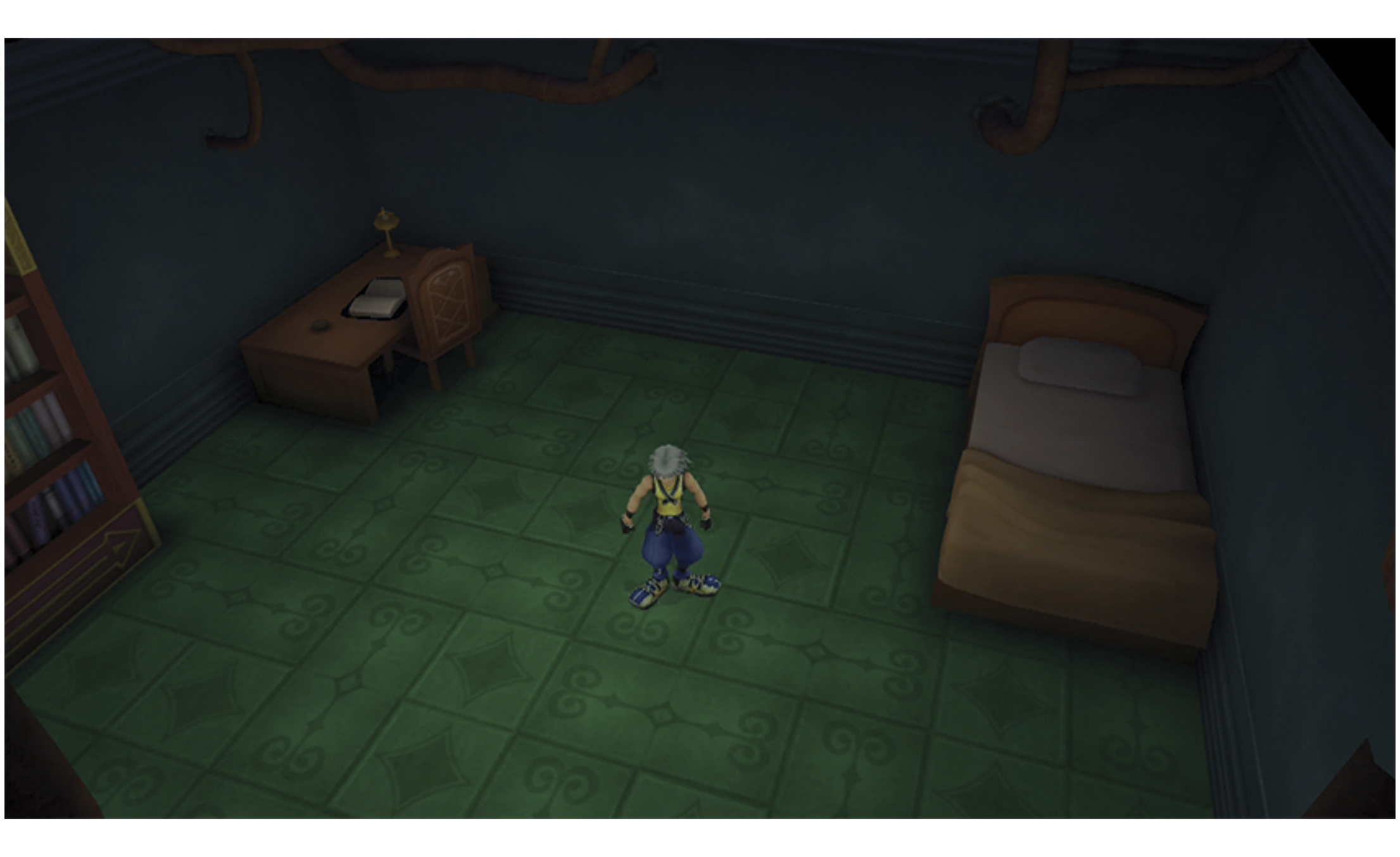
Note

While Riku may only have primarily sword attacks, they are incredibly powerful, which leads you to see why Riku has lasted so long without any of the bells and whistles that Sora needs.

After the fight is over, Riku levels up, revealing another difference from Sora. Instead of Sora's HP, CP, and Sleights options at each level, Riku has HP, Attack, and DP (Dark Points) leveling options.

Tip

Choosing to raise Riku's HP early on is a wise choice, as he is plenty strong at this point. After a few more levels, you can sink more points into Attack and DP.



After testing out Riku's skills, check the map and notice that the world is quite small. The first crown door you need to go to is glowing on the map, so proceed there. After using the Key of Beginnings, you will be in Riku's old room that Maleficent gave him. Just then the voice speaks about the time Riku spent with Maleficent. The voice reminds Riku that he gave up everything for the darkness. Riku tells the voice to stop talking and leaves the room, collecting the Key of Guidance in the process.

You're wrong!
I rejected the darkness!

Once Riku becomes playable, look on the map and continue to the next crown door, fighting random Heartless if you so choose.

Note

Riku is noticeably stronger than Sora, so creating save points is not all that important this early on in Riku's story.

Once you are through the next crown door, Riku shouts for the voice and asks why there is nobody in the castle. The voice tells him that it is this way because of the choices he made. Riku exclaims that he rejected the darkness, and runs out of the room. Riku receives the Key to Truth on the way out.

Return to the World Map, check the location of the last crown door, and move in that direction.

Note

At this point, Riku will not have many cards in his hands, so take some time and fight some Heartless before carrying on. You will collect more cards, and level up a few times in the process.

Once you have all that you need, proceed through the last door.

Maleficent is in the next room and Riku is very surprised to see her. Riku, however, has not been paying much attention, as she reminds him that she is but a figment of his imagination. Sora destroyed the real Maleficent. The dark fairy attempts to convince Riku that all he has left is the darkness, and if it weren't for his dark core, he would be all alone right now. Riku defies her comment and tells her that he will destroy everyone who is part of the evil, "One by one!" Thus begins the classic battle of teacher versus apprentice, the light against the dark.

HP
CARDS 12
8
7
6
0
4

Boss Battle: Dragon Maleficent

While this boss fight was somewhat formidable during Sora's story, it is downright laughable with Riku. Maleficent has very few health bars and her defense is paper thin. She really is a shade of her former self, because you will have no trouble taking her down.

Tip

While Dragon Maleficent is easy, you still want to watch out for her ground stomp attack and her flame breath as well.

Use the same tactic in this fight that you did with Sora, however you can afford to be much more offensive, as your sword attacks are incredibly powerful against her. When the Dragon uses her flame attack, again head to the edge of the arena and run along the wall until you get to Maleficent. Continue targeting her head and using combos on her face and she goes down shamefully fast.

Tip

After smacking her with a few combos a Gimmick Card will pop out. When cast, it creates a platform you can jump onto to make it easier to strike her head.

Note

Use the Mickey Card to heal yourself.

In the room Riku appears in, run through the door to the north and continue on that path until you come to a save point and the exit into Castle Oblivion. Once you enter the Castle, you find yourself face to face with your old mentor of darkness, Ansem. This time he wants Riku back on his side and on the side of darkness. Riku exclaims that this will never happen, and just before it seems like Riku is going to give in, Mickey comes to help him in the form of light, giving Riku the strength he needs to face Ansem again. A training simulator on card breaking and Riku's dark powers is as follows.

Once Riku enters the arena, you are tasked with breaking Ansem's attack as soon as he attempts to use a card.

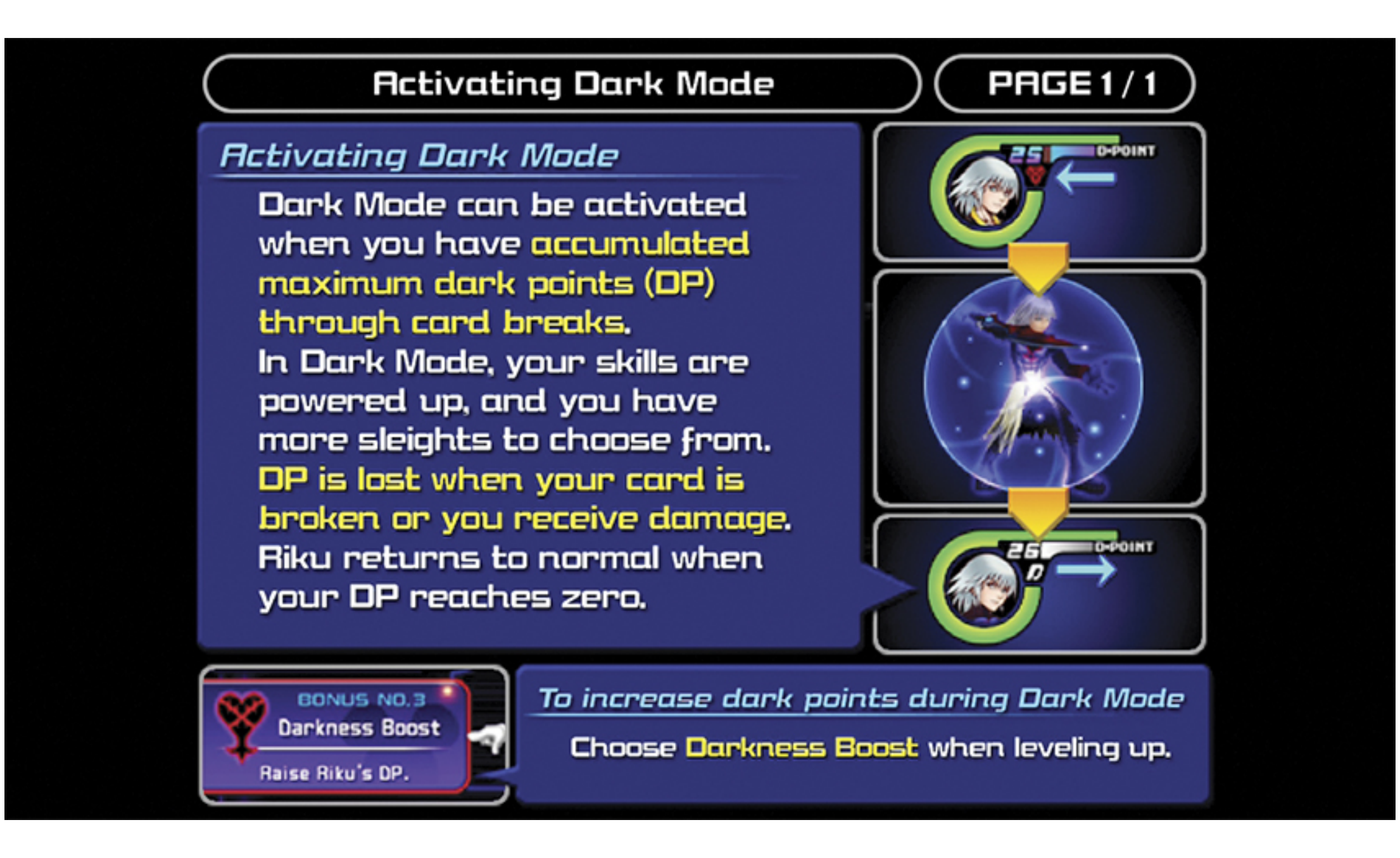
Caution

Take this message literally as the message absolutely intends for you to attack Ansem as soon as he draws his card!

This may take you one try or ten to get it right, however once you do you will learn about Riku's Rapid Break ability.

Next Ansem will teach Riku the basics of dueling in the Duel System.

If Riku uses a card with the same number value as his opponent, then a duel will commence. At this point, select all of your strongest cards in quick successions as fast as possible. If you win the duel, Riku performs a charged attack that is highly effective and awesome to watch.



Activating Dark Mode

PAGE 1 / 1

Activating Dark Mode

Dark Mode can be activated when you have accumulated maximum dark points (DP) through card breaks. In Dark Mode, your skills are powered up, and you have more sleights to choose from. DP is lost when your card is broken or you receive damage. Riku returns to normal when your DP reaches zero.

BONUS NO.3
Darkness Boost
Raise Riku's DP.

To increase dark points during Dark Mode
Choose Darkness Boost when leveling up.

After the tutorial, Riku and Ansem discuss the darkness that still resides in Riku's heart. Ansem then gives Riku another World Card. Before Ansem leaves, he gives Riku one last gift—the awakening of Riku's hidden dark powers, which becomes incredibly useful in the upcoming battles. The ability is called D Mode and turns Riku into the dark form of himself, boosting the strength of his sword cards and Sleights.

Note

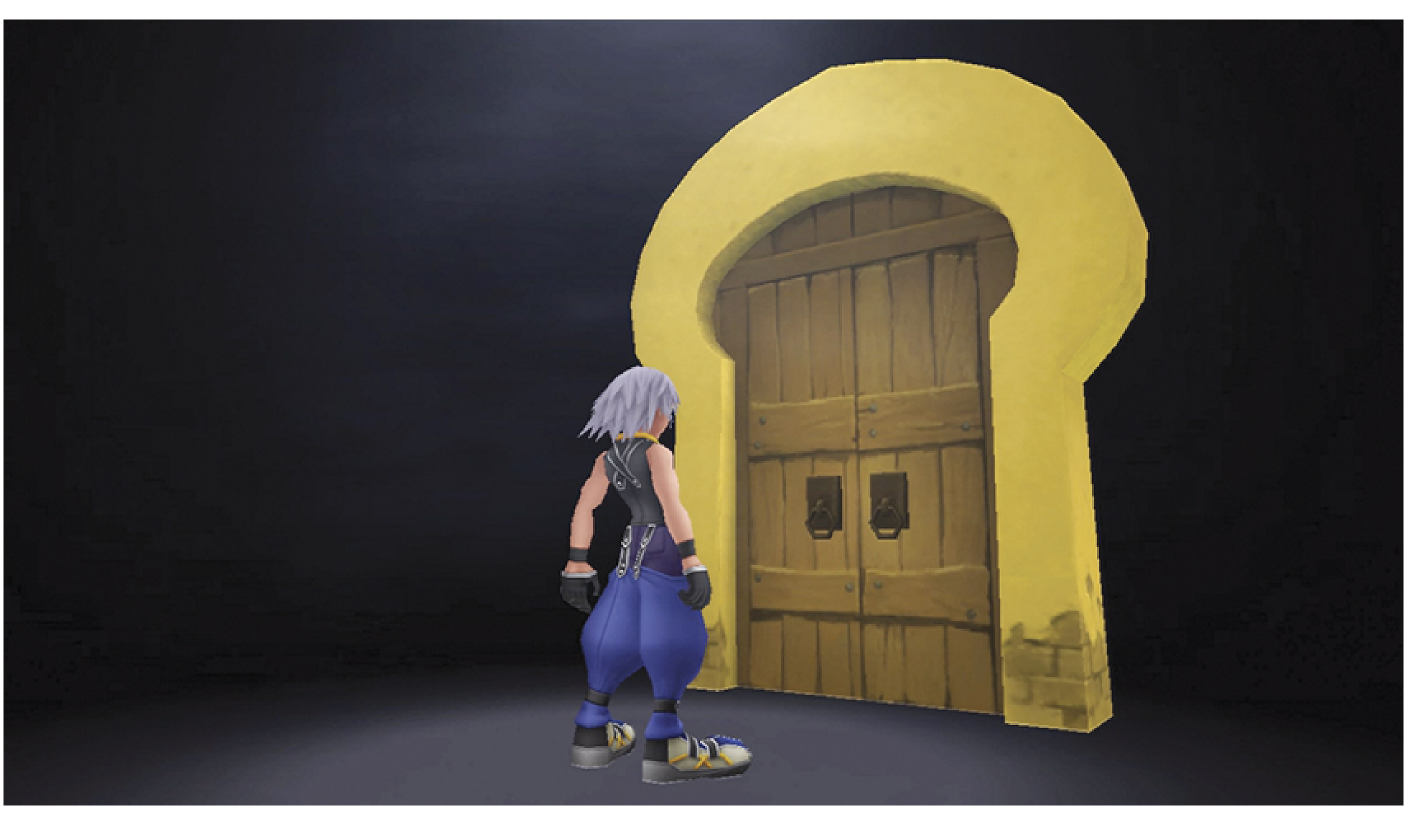
D Mode will be very useful in the upcoming boss battles and can quickly grant victory during tough fights.

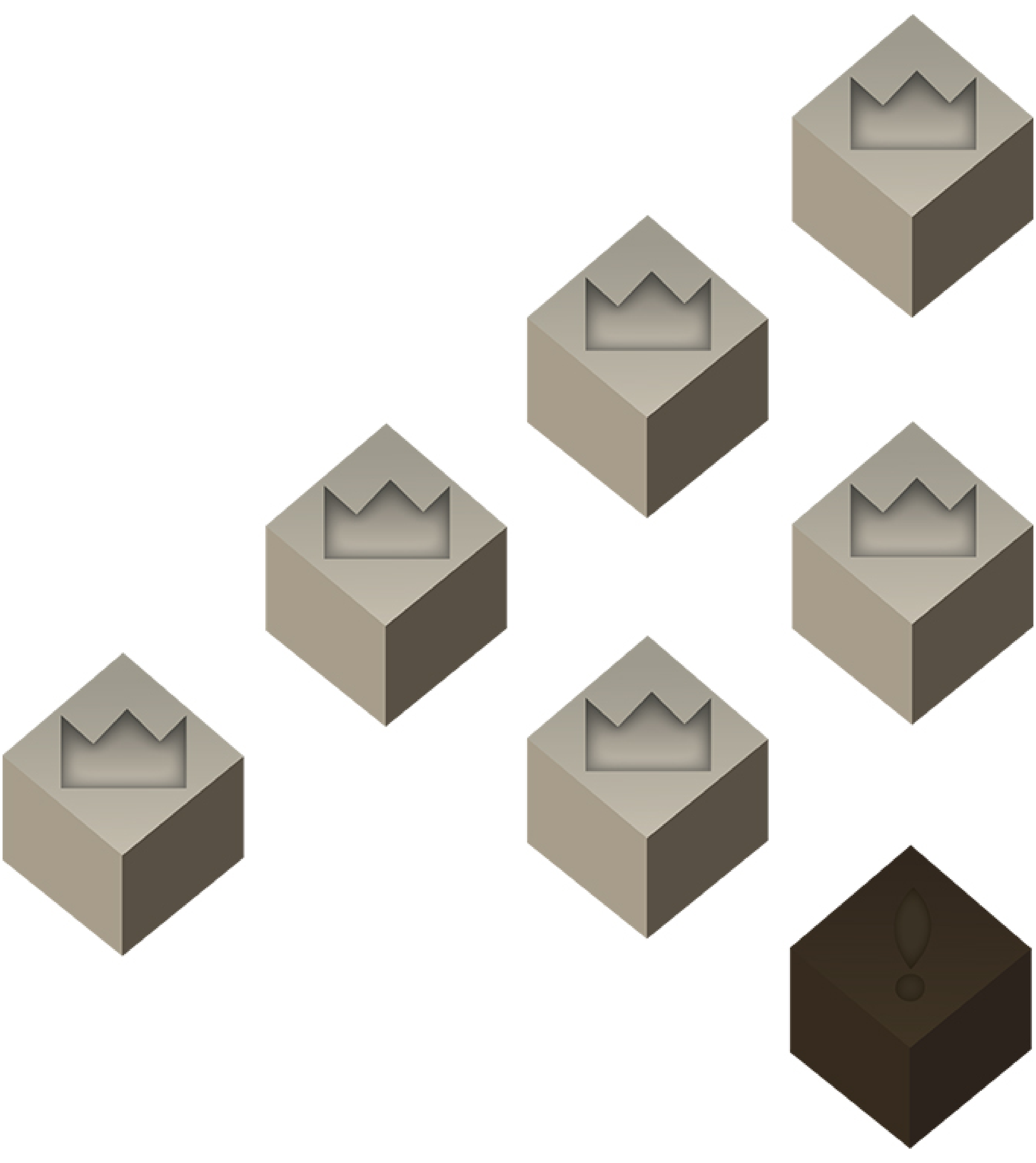
DP can be accumulated when Riku breaks enemies' attacks with attacks of his own. The D Mode meter fills up with every break, ultimately powering Riku up when the gauge is full. That being said, Riku will return to his normal self if Riku is damaged too much or his attacks are broken. When you level up, you can now select to boost DP, which will make this last longer during a fight.

After Riku appears at Castle Oblivion, move up the stairs to introduce two more members of the Organization: Lexaeus and Zexion. Just then Vexen appears and the three discuss the current situation. The three argue a bit, which is the norm for the Organization. Zexion senses a couple new smells, one being of the fake Maleficent and the other being unknown. Zexion goes on to inform the others that the scent is one that is similar to someone called "The Superior".

Riku finds himself in the Castle, when Mickey appears to him as an illusion. Apparently Mickey cannot get to him to help at the moment, but he is trying to. Mickey relays some poignant words and warns Riku to never give in to the darkness. Riku obliges and agrees to continue on his way. The next area is Agrabah.

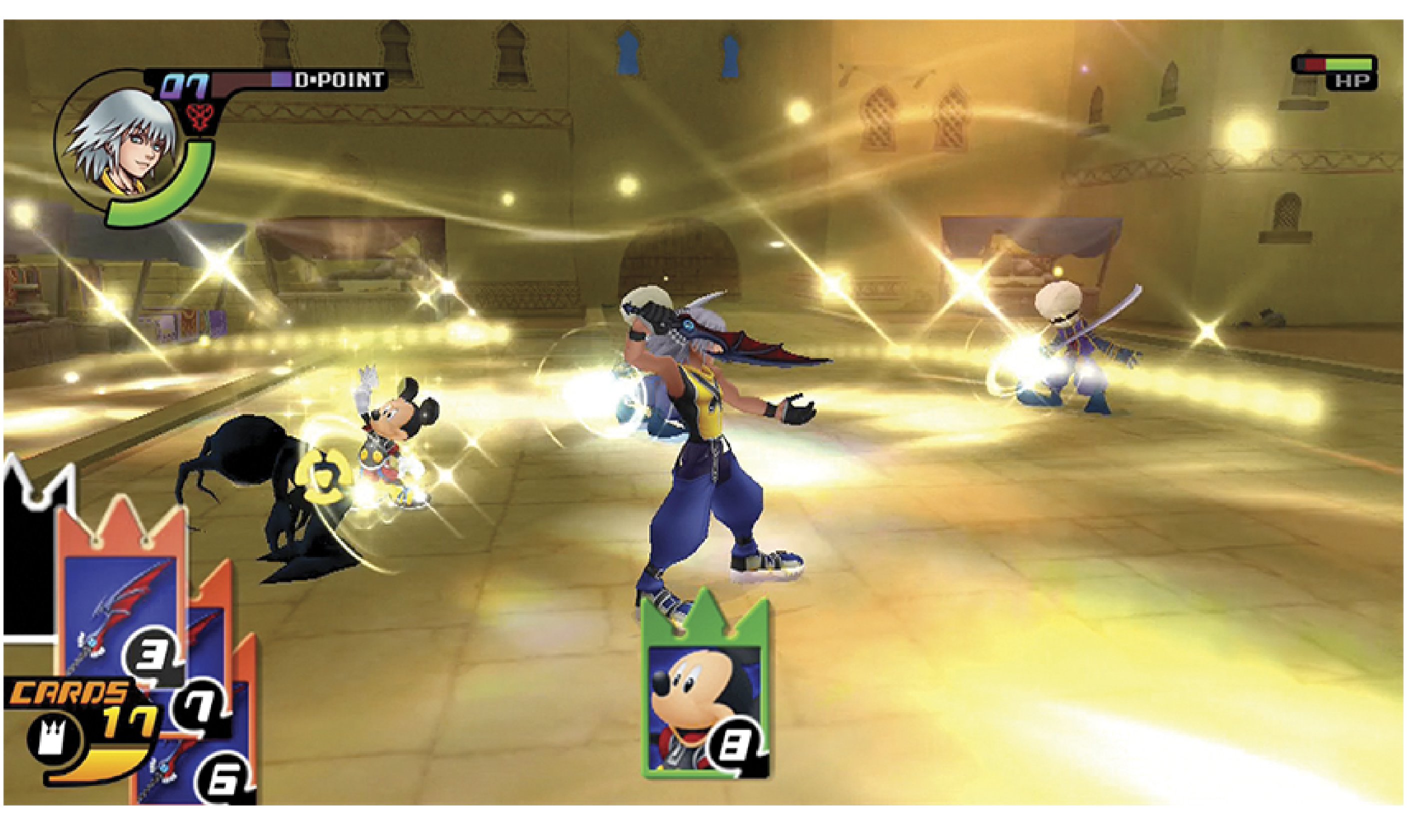
Agrabah





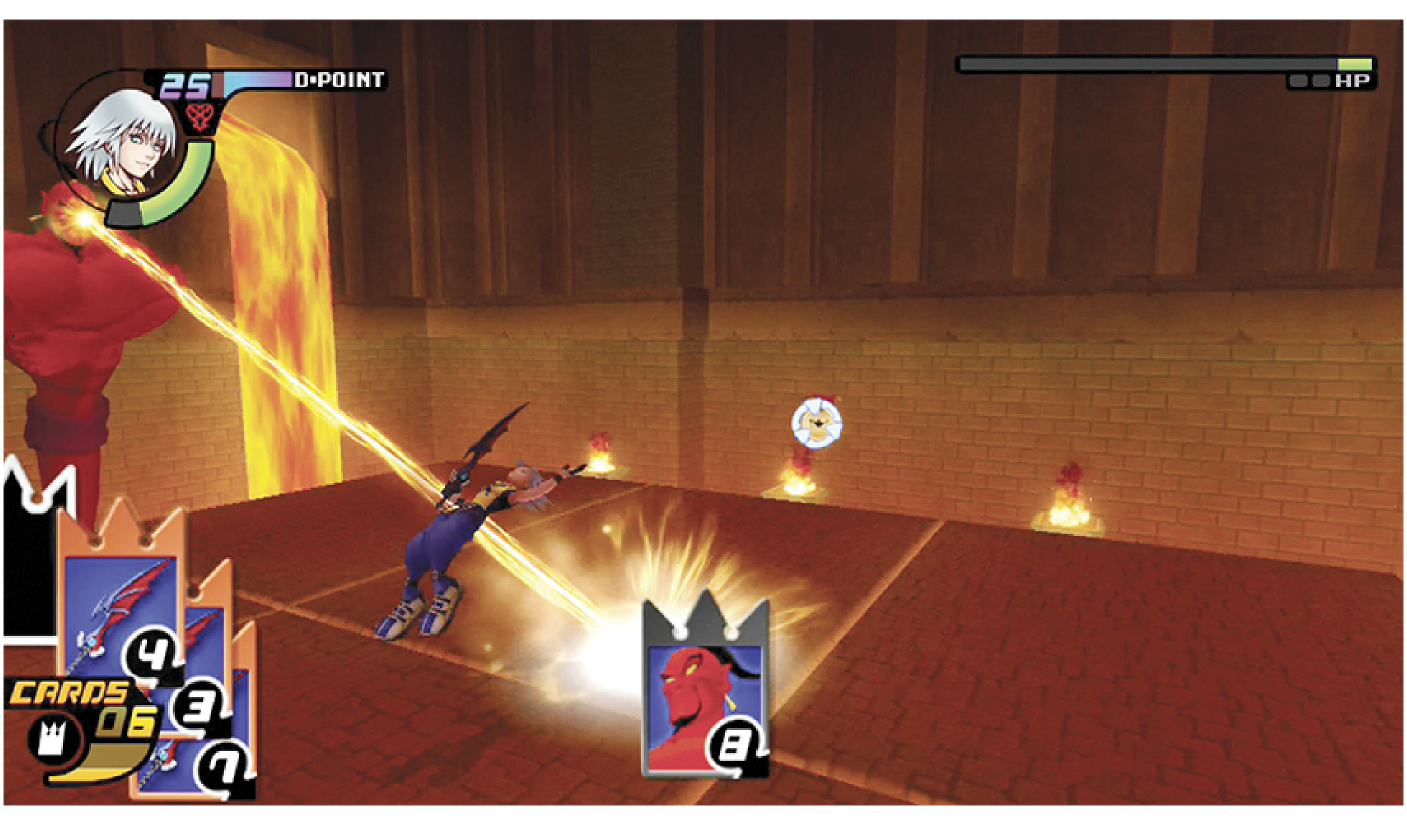
Note

The most obvious change in Riku's story compared to Sora's story is how short these sections are now. Each world basically involves running to a crown door and then defeating a fake version of a boss that you have previously defeated as Sora.



Proceed to the first crown door, stopping to fight a few Heartless if you are in need of a wider variety of Map Cards. After you use the Key of Beginnings Card on the crown door, be prepared for another fight with Jafar-Genie!

Boss Battle: Jafar-Genie

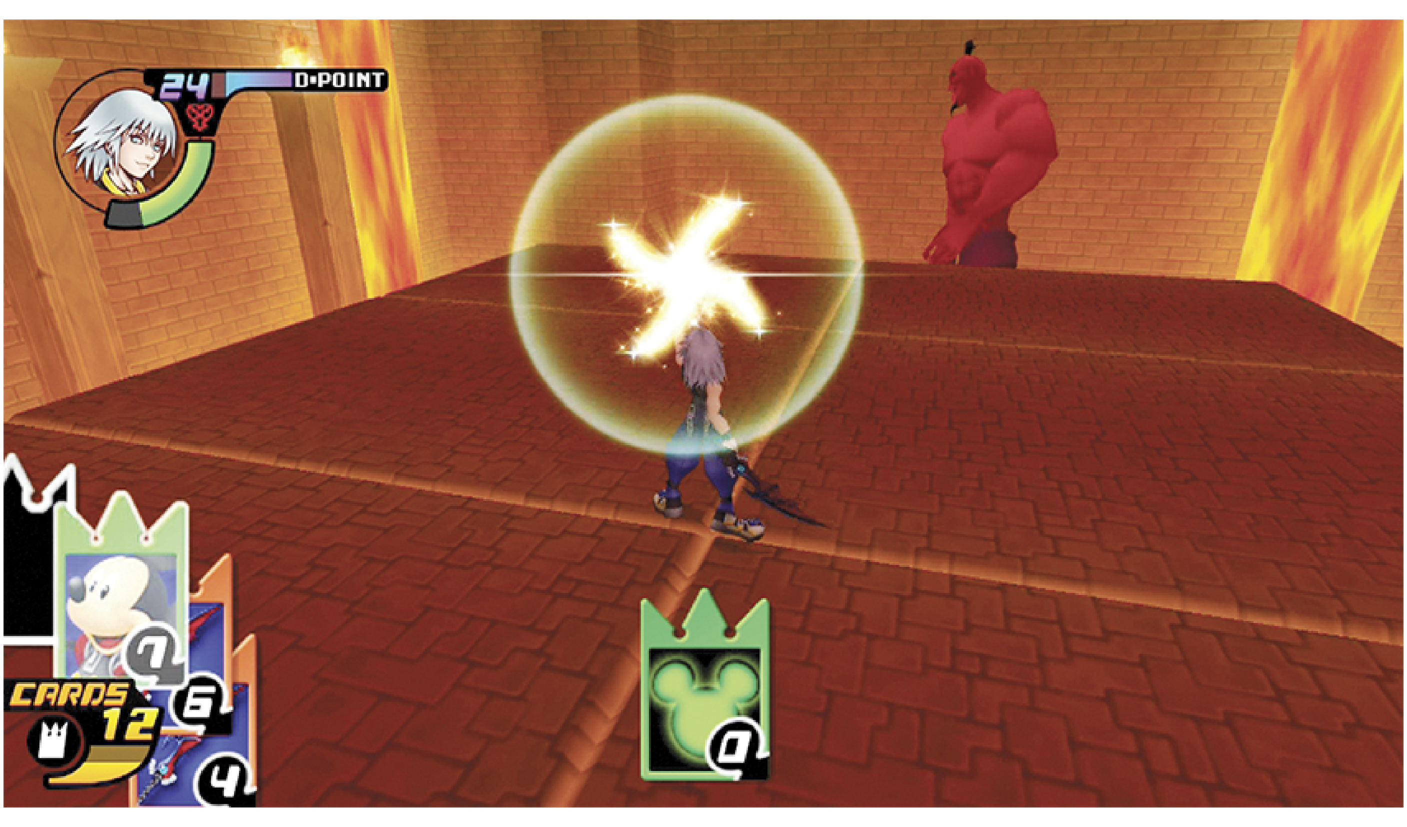


In this fight, you reuse the same tactic as before, targeting Iago primarily while dodging any of Jafar's attacks. As usual, Jafar throws a fiery boulder at you, which can be dodged by hanging from a raised platform or by rolling out of the way.

Tip

Jafar's moves can be easily broken, so look at Jafar's cards, break his moves when possible, and then head off to beat on Iago a bit.

Repeat the pattern of breaking and using combos to severely decrease Iago's life.

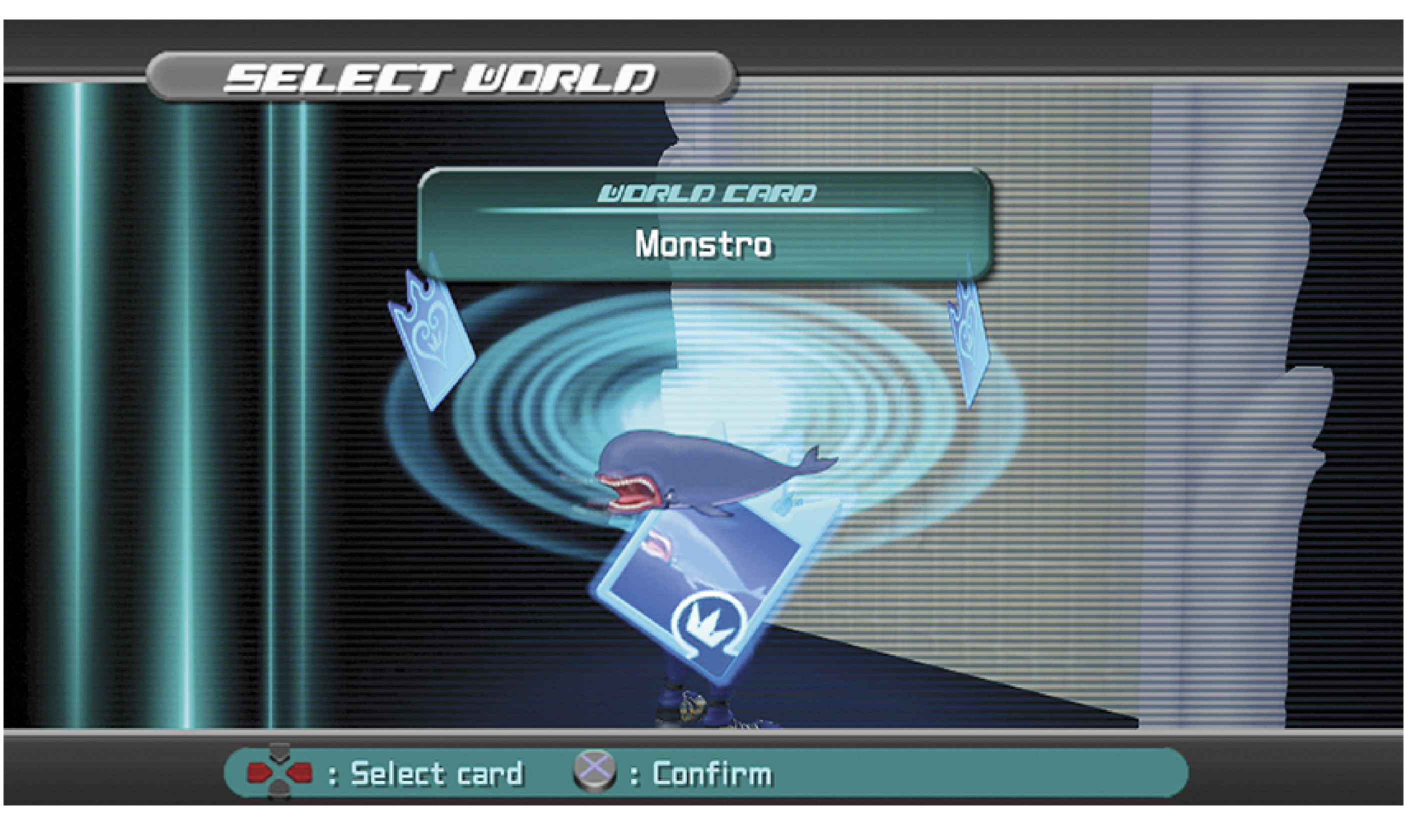


Note

When used, the Gimmick Card raises all the platforms to the highest point, making it easy to target Iago and use Dark Firaga to inflict major damage on the wisecracking parrot.

After the bird is beaten, Riku levels up and also is given the Jafar-Genie Card.

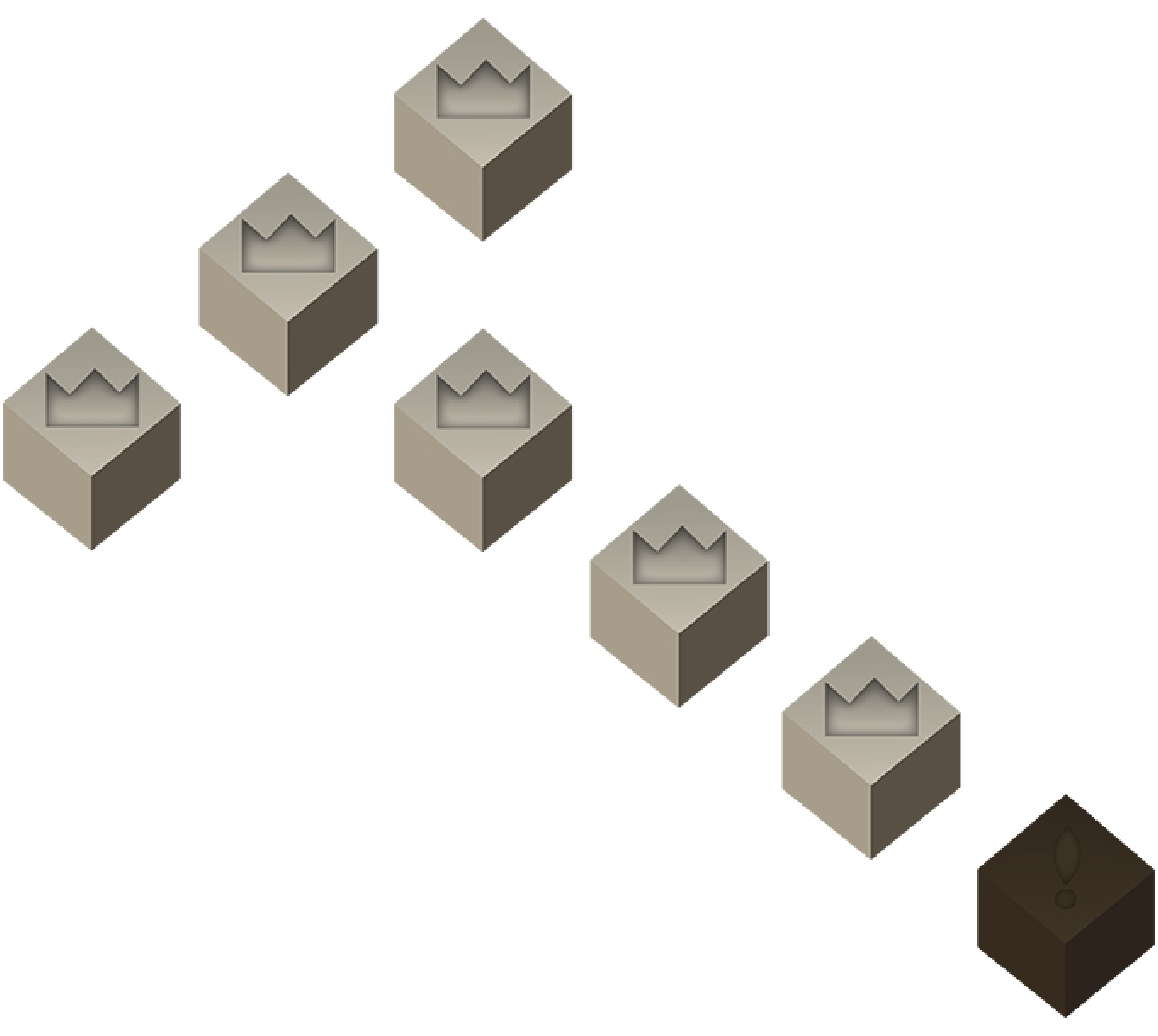
Back in Castle Oblivion, the three Organization members are arguing once more about how to proceed. Zexion realizes that the scent he smelled earlier is in fact Riku. The three begin to compare Riku and Sora's energy and realize that Riku is truly the Hero of Darkness.



After the scene, it would be wise to use the save point to log your progress thus far. Run to the door at the back of the room to select the next world. Riku's next destination is Monstro, the gigantic whale.

Monstro

Once inside the belly of the beast, you will notice again that the map in the world is incredibly small. You only need to gain access to one crown door, and there is only one boss battle.



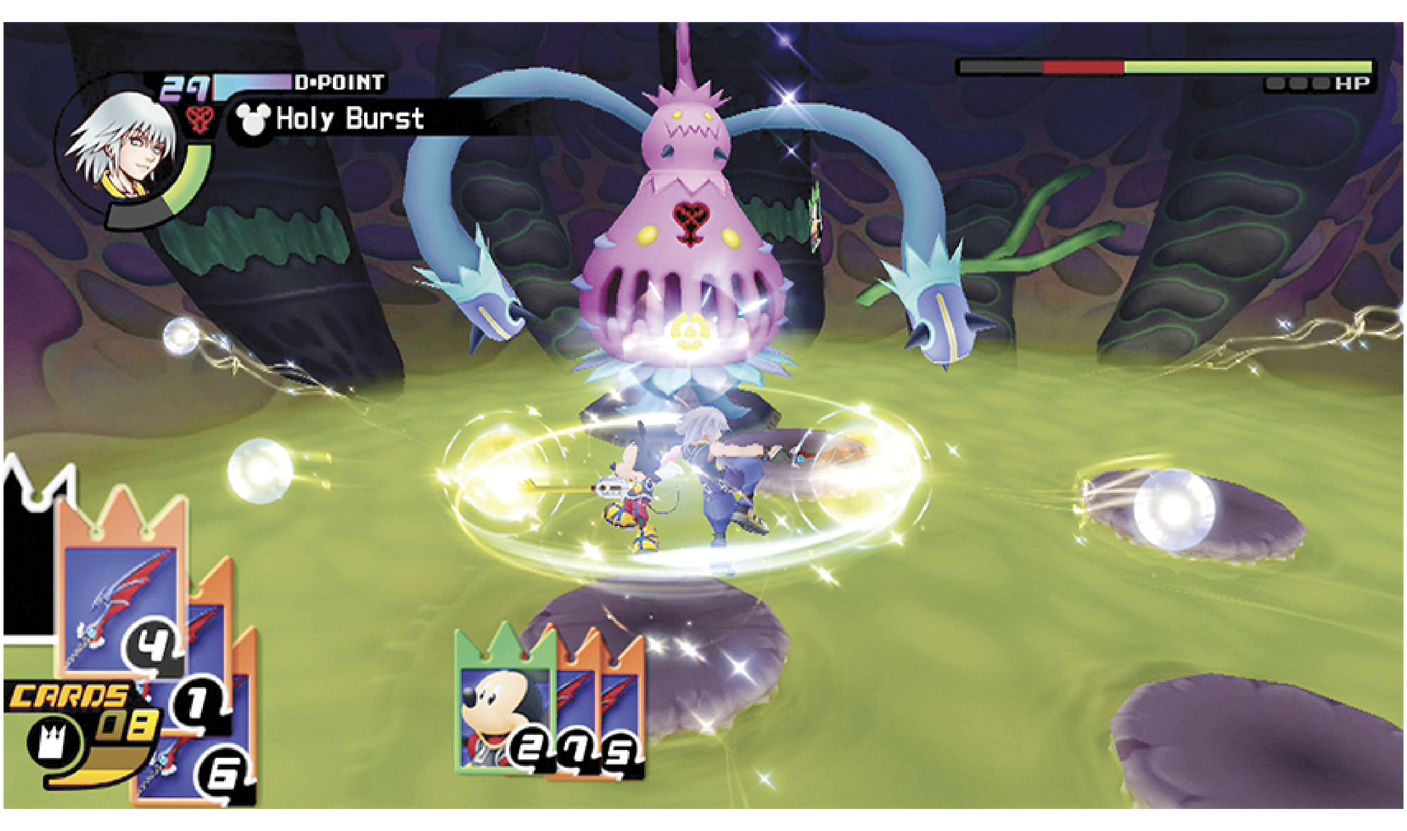
Note

This is a great place to grind levels, since the enemies are a bit stronger, and you have a high chance of being awarded blue Map Cards after the fight.

Proceed in the direction of the special door, which is down one long corridor.

Note

This boss battle is a cakewalk so creating a save point before the door is not absolutely necessary.



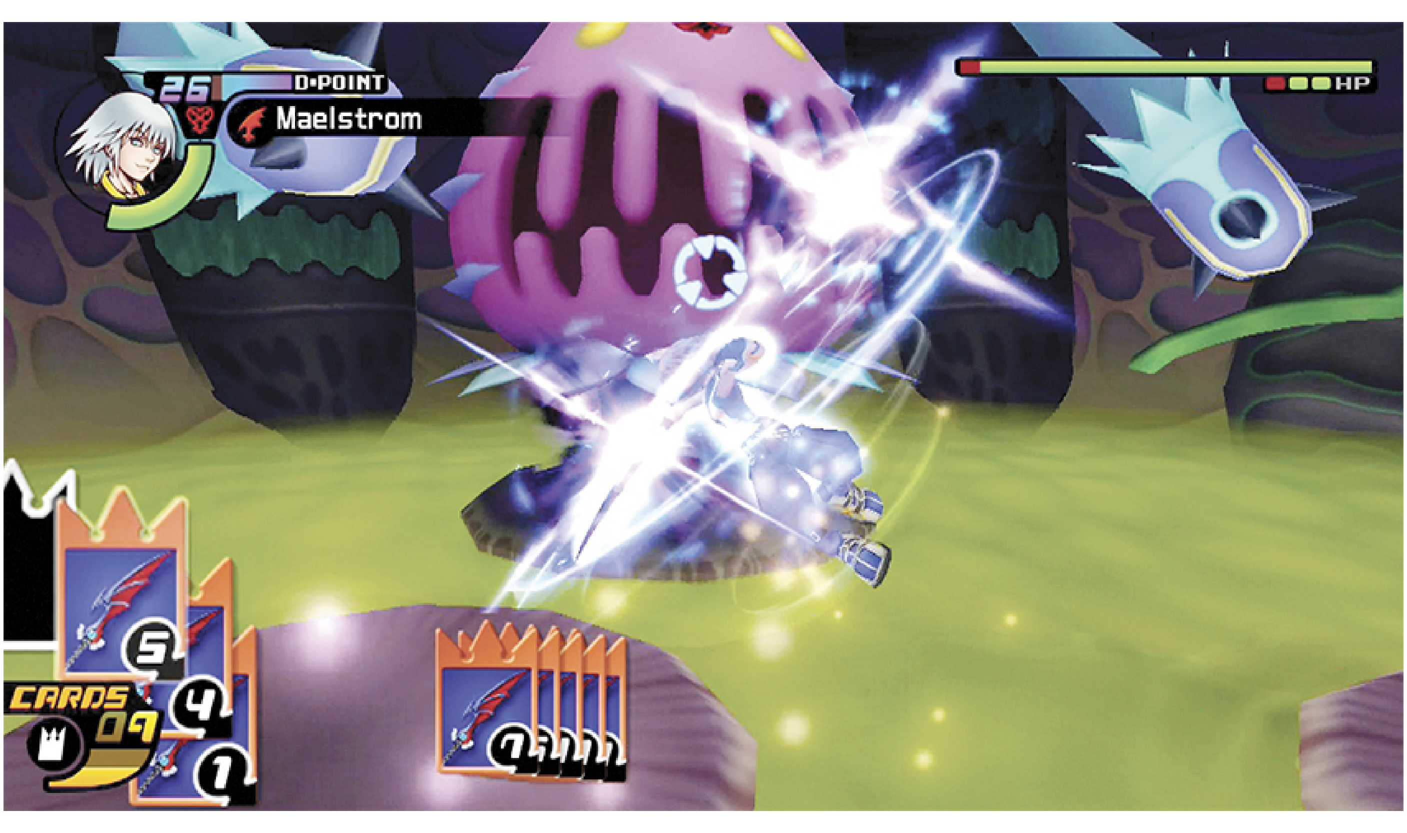
Boss Battle: Parasite Cage

Even with the acidic floor, Parasite Cage is just as easy as before, if not even easier. His moves are the same, as he slams his tentacles on your position, pushing the platforms under the acid for a brief time. Parasite Cage also buries its limbs in the acid, pulls out some acidic bubbles, and hurls them at your position.

Tip

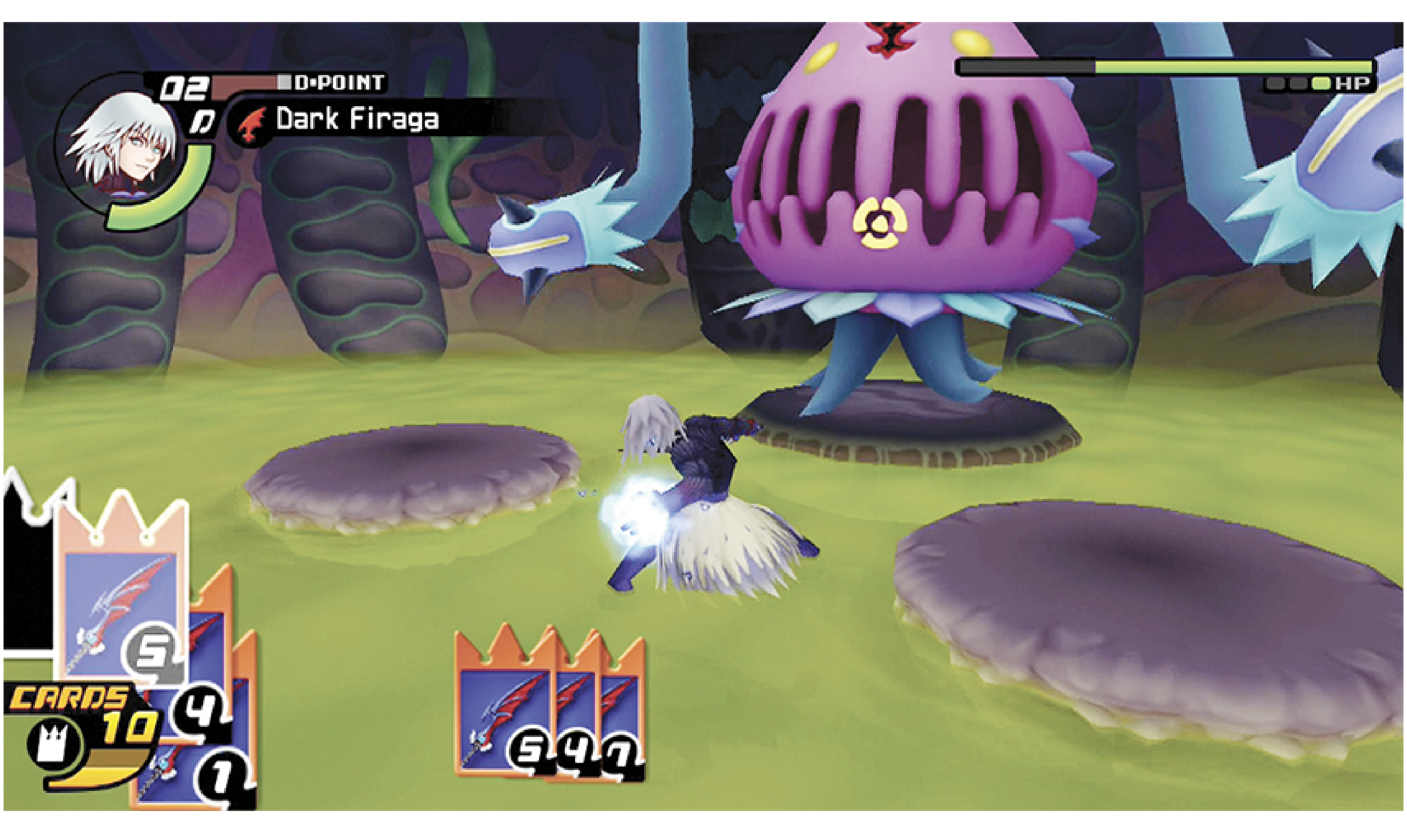
As before, the best tactic is to take the pain from the acid in order to dodge Parasite Cage's more powerful moves.

Getting up close and hitting the oversized plant several times causes it to be stunned for a short periods of time, allowing you to use some powerful Sleights, such as Dark Firaga, which does some lethal damage.



Tip

If you can duel with Parasite Cage and succeed, you will perform the Sleight Maelstrom, which can take down almost a full health bar. Also if you can receive a Gimmick Card, it will lower the acid for a moment, giving you time to pummel Parasite Cage until it is down for the count.

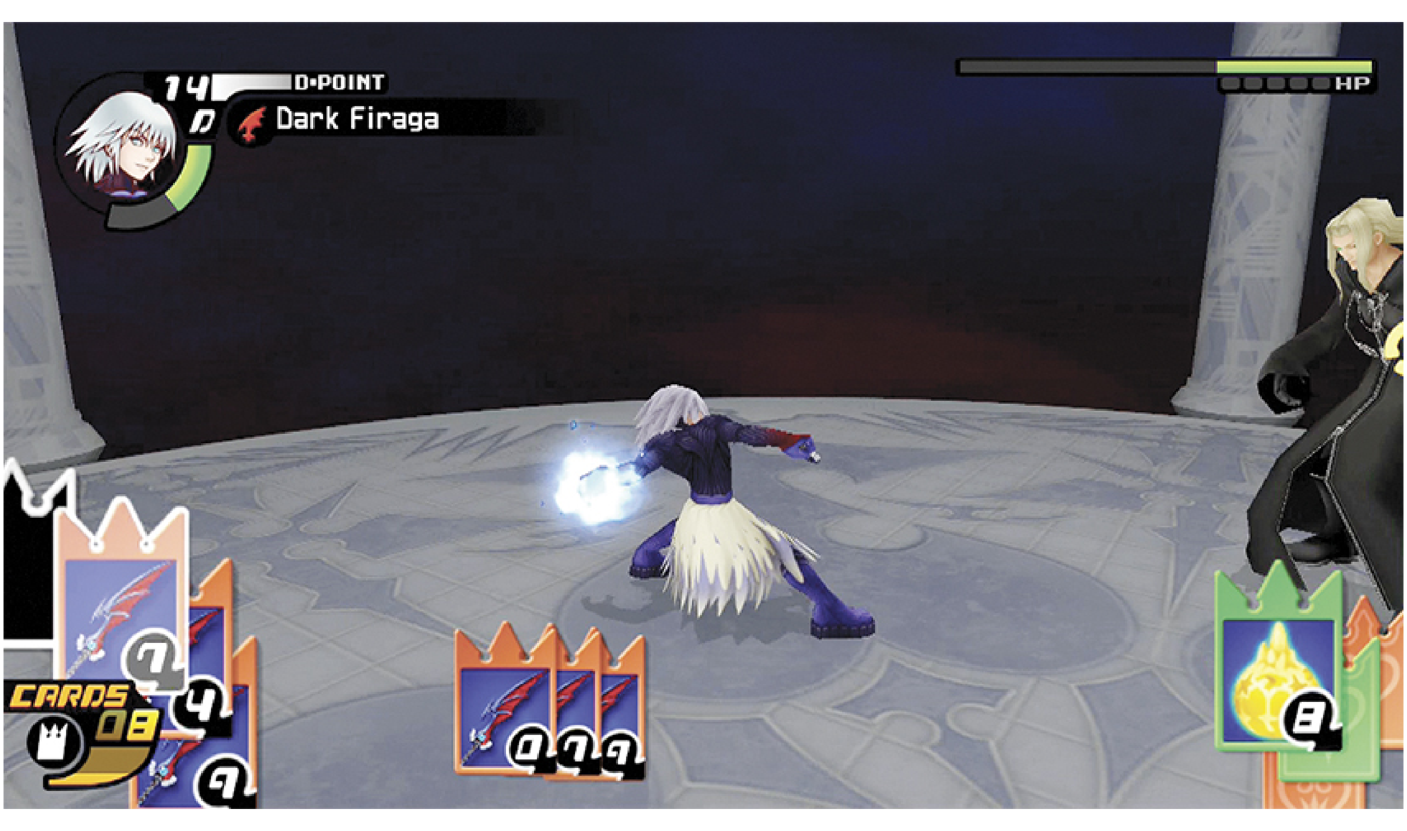


Tip

For added damage to the Parasite Cage, enter D Mode and use Dark Firaga, or if you have a Mickey Card, use that and two other attack cards to use the Holy Burst attack.

After the fight, Riku levels up and obtains the Parasite Cage Card. Exit through the north of the map, using the save point before leaving. Riku finds himself back at Castle Oblivion, this time to face off against Vexen of the Organization.

Boss Battle: Vexen



Vexen is back to his pathetically weak self. Either that or Riku is just way too awesome for this guy to handle. Yes, Vexen still has his ridiculously large shield that he uses shamelessly. That being said, his moves are still very easy to dodge, and Vexen still leaves his back open for several seconds.

Tip

The best way to inflict major damage is to break Vexen's moves as frequently as you can, turn into Dark Riku, and then overpower his defenses with Sleights and three-hit combos.

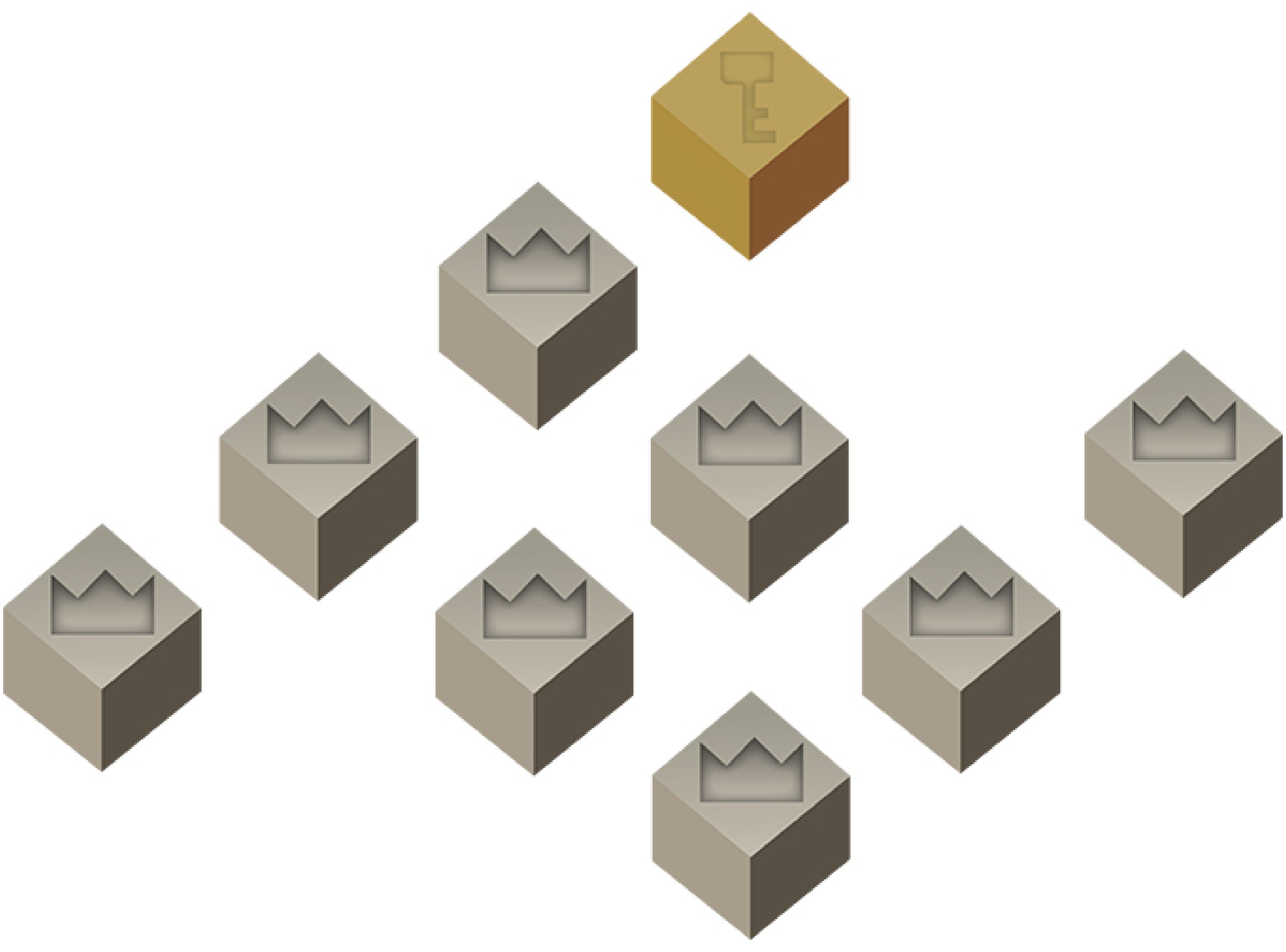
Tip

Riku's attack strength is so high that you don't really need to roll behind him to inflict damage. Just jump and attack in mid-air, which makes your sword connect with Vexen's head over the top of the shield. Continue to do this while entering D Mode and using Dark Firaga to take Vexen down in no time.

After the fight, Vexen tells Riku that their little skirmish was all a ruse to get battle data on Riku's talents. Vexen disappears before the shocked Riku can finish him off. Now it is time to leave Castle Oblivion for Neverland.

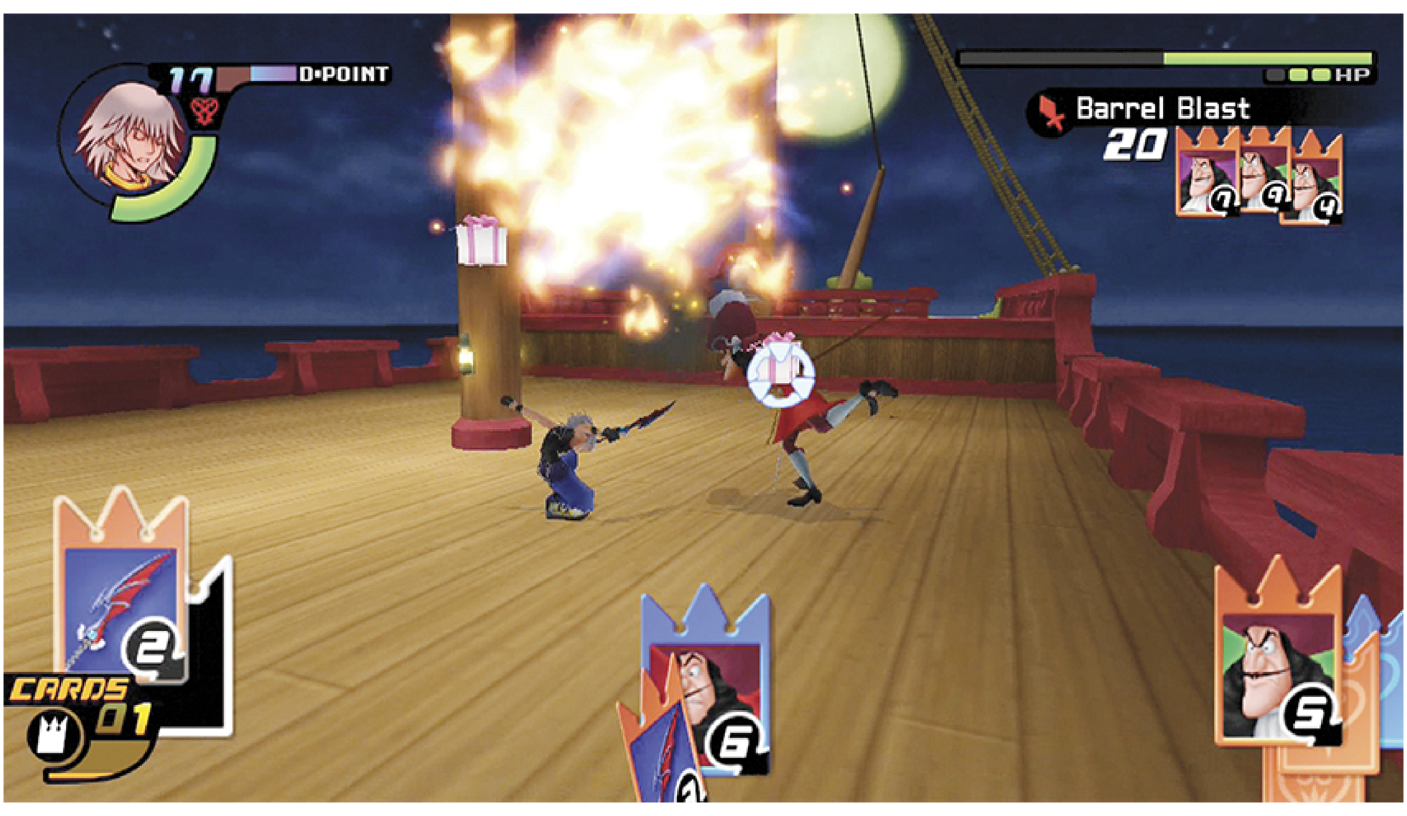
Neverland

It's time to take a short trip through Captain Hook's ship. This is just as short as the previous worlds, since you immediately start out with the Key of Beginnings Card, and will simply need to make your way to the crown door on the map.



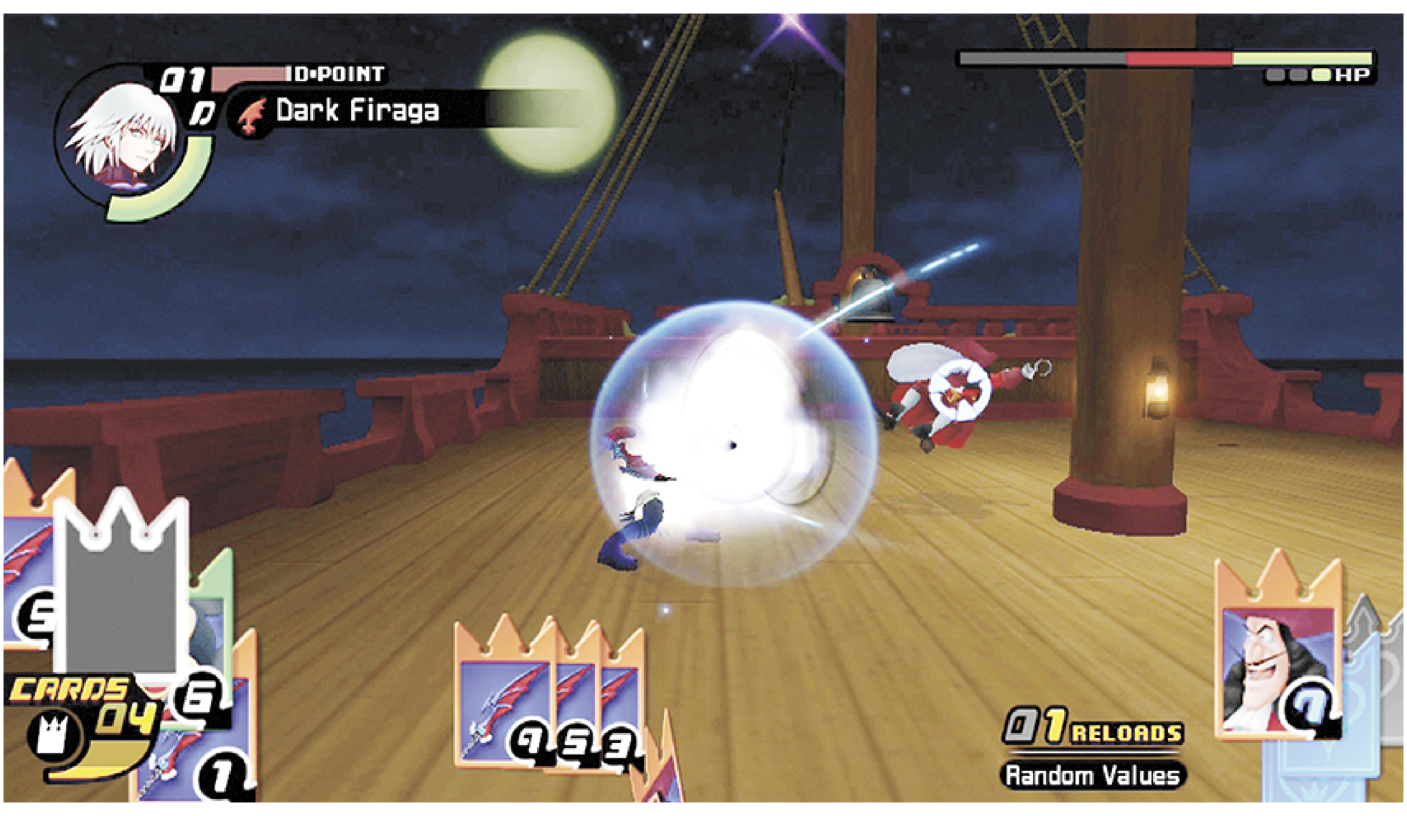
Note

This would be another good opportunity to level up a couple times before facing off against Captain Hook. Get to the crown door and use the Key of Beginnings Card to gain access to another boss battle.



Boss Battle: Captain Hook

While Hook is still full of cheap shots and backstabbery, he is far easier than he was when you faced him with Sora. Hook will still pummel you with sword attacks when you get too close and then send a barrage of bombs when you retreat. Although Riku's attacks are quite strong, Hook's moves are not as punishing, and so you will find yourself on the offensive most of the time.



Tip

Turning to the dark side with D Mode will allow you to break Hook's moves repeatedly. Then add a Dark Firaga move to knock Hook backwards on his tailbone.

Tip

Dueling also gives you a chance to use Maelstrom if you are successful.

Note

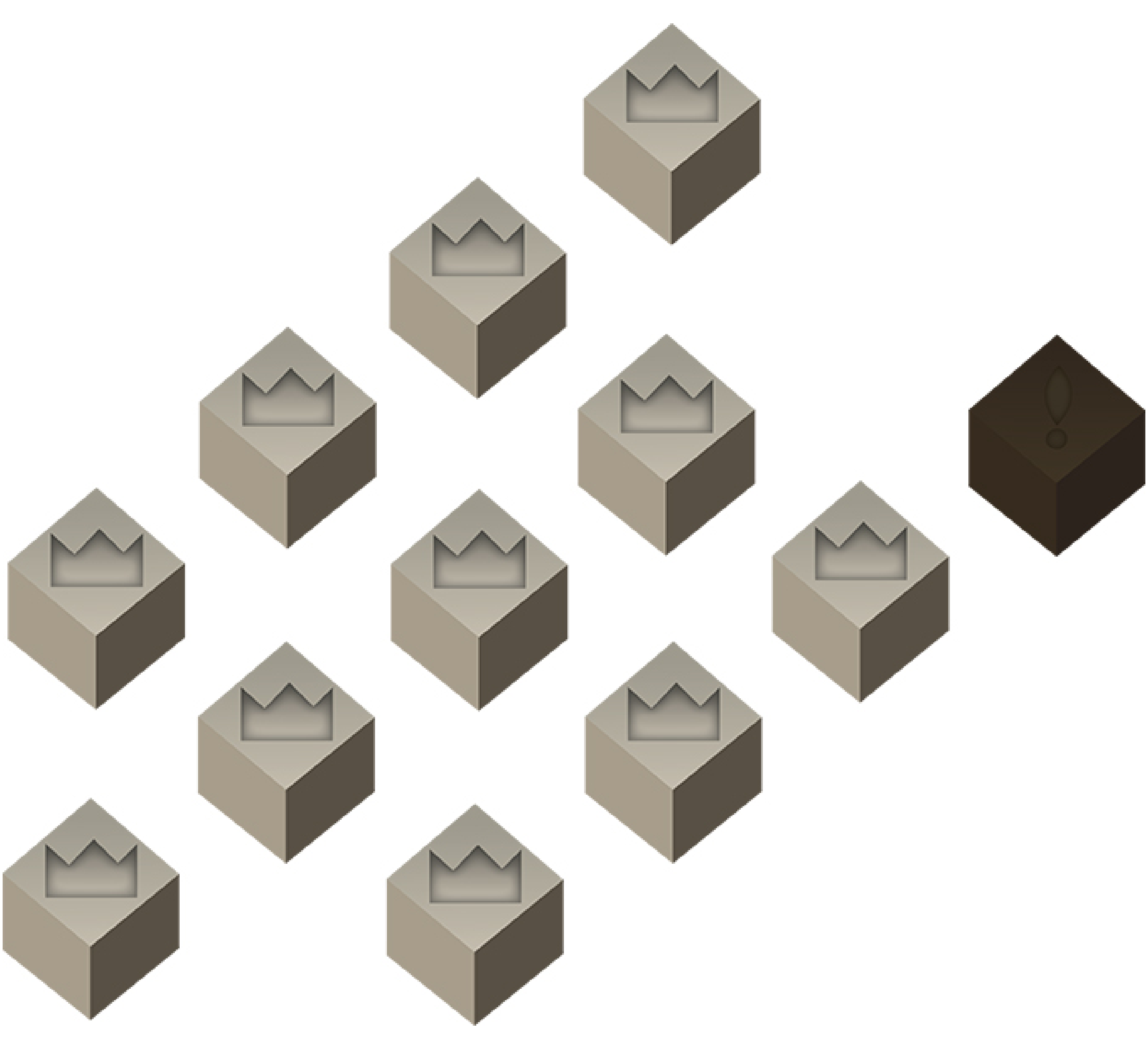
Hook will easily break Holy Burst, so only use it when Hook is recharging.

After the fight is won, Riku receives the Hook Card. Leave Neverland by exiting the last room, remembering to save before leaving.

Once back at Castle Oblivion, Lexaeus and Zexion discuss Sora's memory loss and Naminé's involvement. They figure that Marluxia and Larxene's actions are troubling, but that Vexen should be the one to take care of the mess, using his newest creation. After all, isn't it better to let Vexen get his hands dirty?

Traverse Town

Traverse Town is the next destination for Riku, so travel there from Castle Oblivion when you are ready. Upon entry into the town, look on the map. Notice that the right side of the map takes you directly to the door where the Key of Beginnings Card will be used. Proceed, selecting the best route you can, stopping to fight random Heartless to keep your level growing.

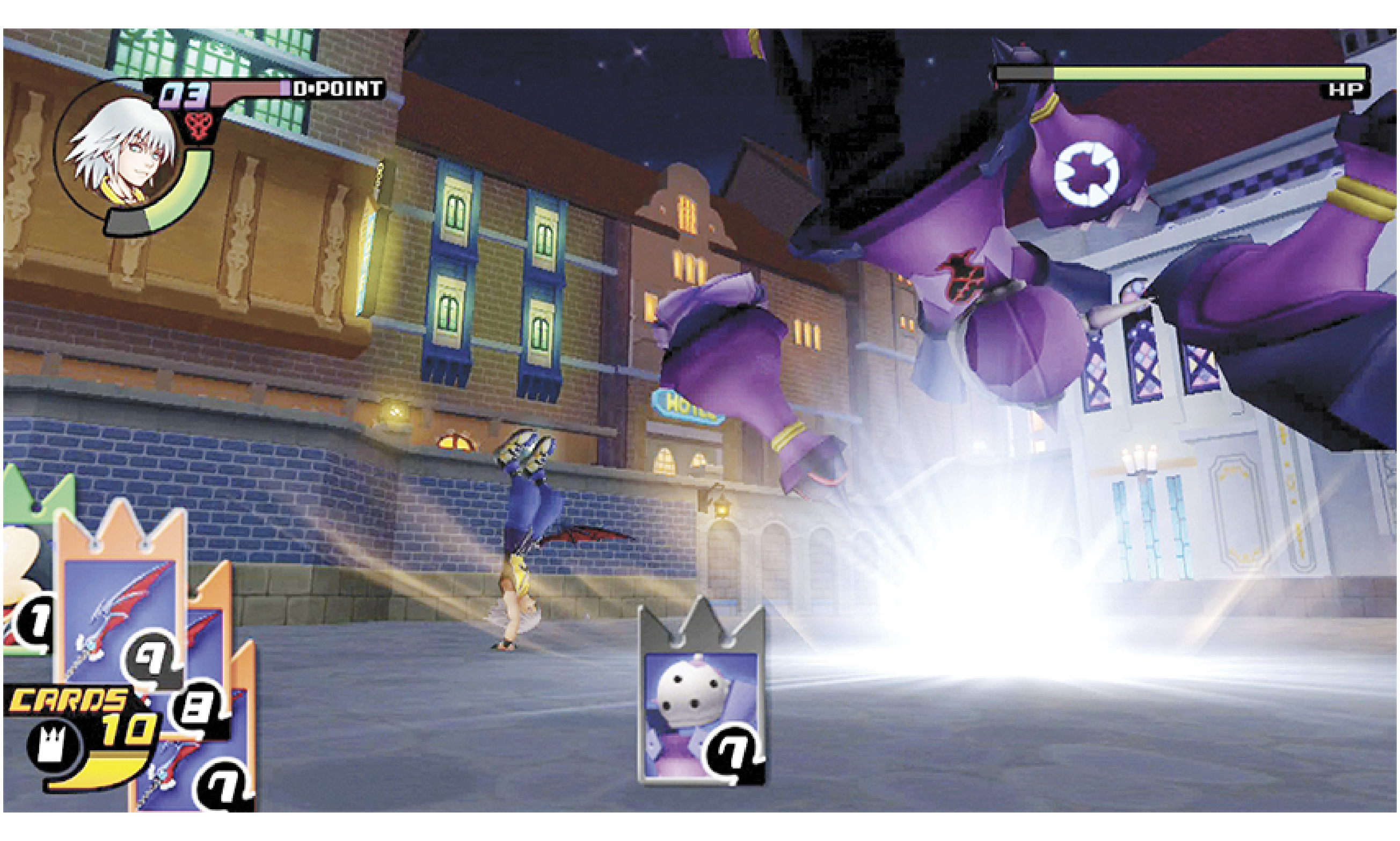


Note

While the boss battles so far may seem quite easy, there are some upcoming battles that get a bit challenging, so remember to level grind at some point during each location.

Pass through the crown door and prepare for our purple friend, Guard Armor.

Boss Battle: Guard Armor

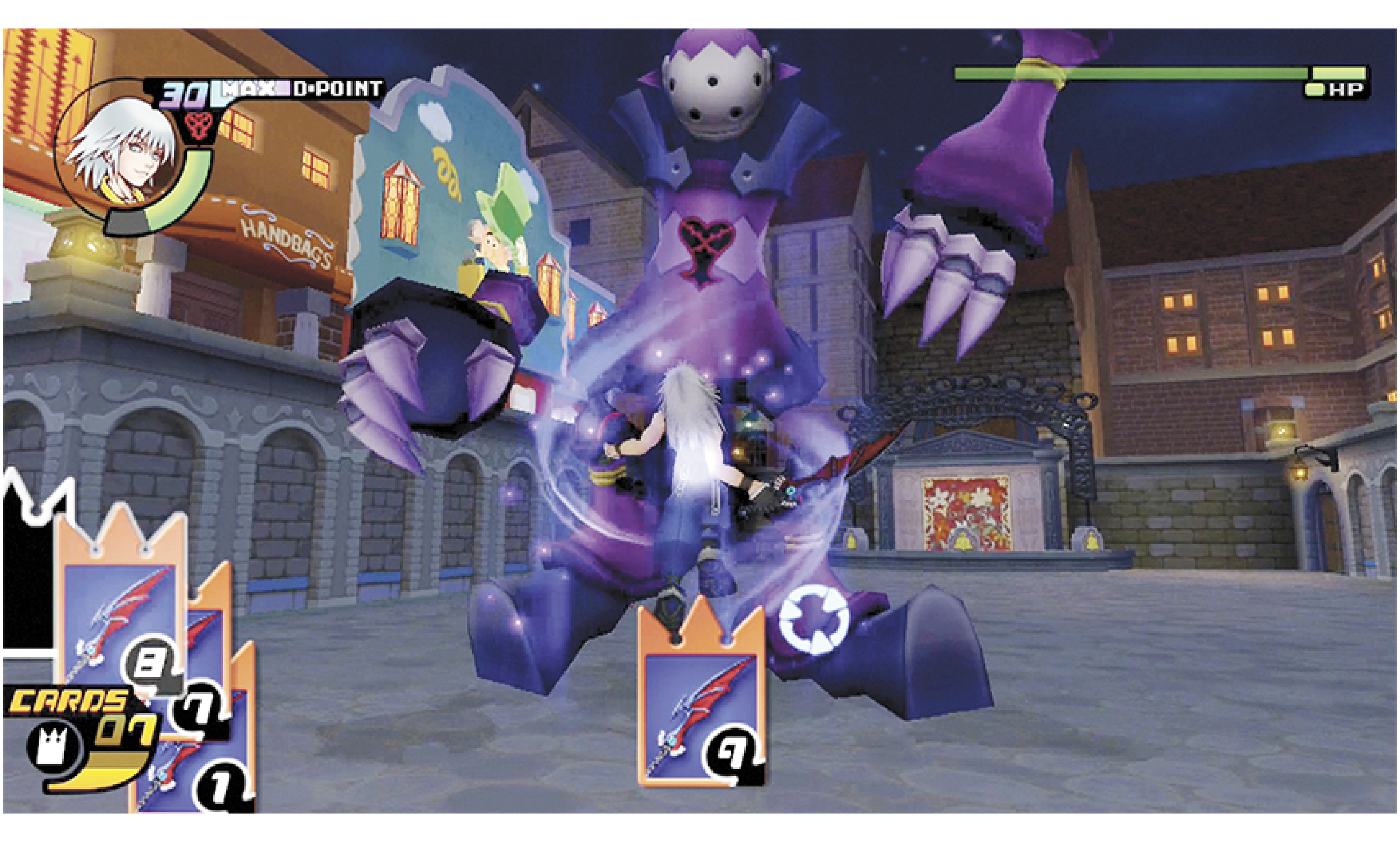


Guard Armor this time around really packs a punch. He uses heavy stomp attacks whenever you get close, utilizing every limb to cause good chunks of damage. He will also spin his upper torso around in a windmill form to hit Riku repeatedly. Also, if you get too far away, Guard Armor's body shifts and he launches himself at your direction, stomping on you in the process.

Tip

The hit-and-run tactic works well here, so run up and use three-hit combos and Sleights quickly, then roll out of the way and dodge any counterattacks Guard Armor decides to use.

Destroy Guard Armor's limbs as best as you can, but don't hang out too long to be knocked around.

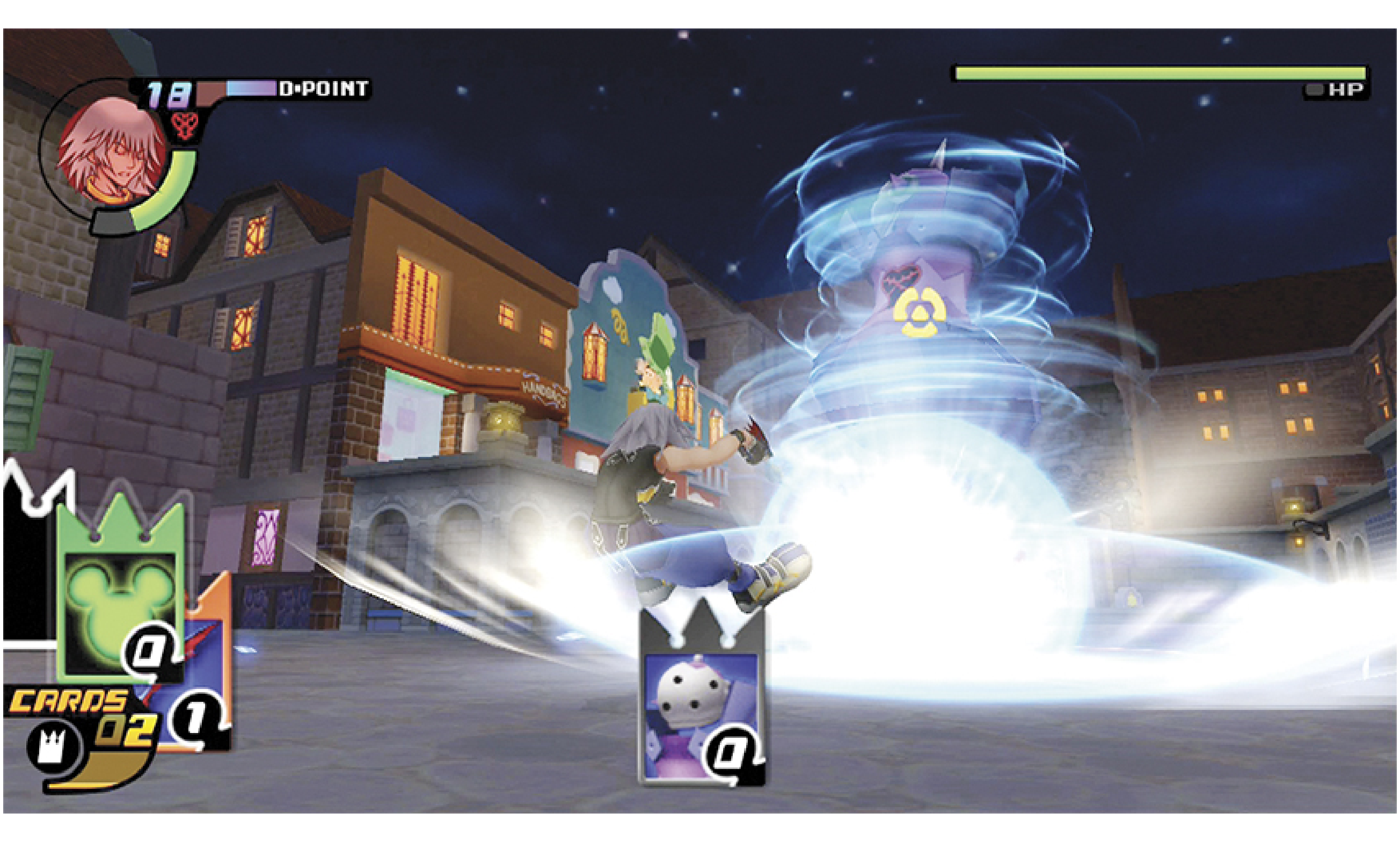


Tip

The fastest way to destroy Guard Armor's appendages is to use D Mode, then slash at his arms and legs and watch the life gauges deplete at a rapid pace. If you can duel with Guard Armor and succeed, Maelstrom should take out a limb in one Sleight.

Note

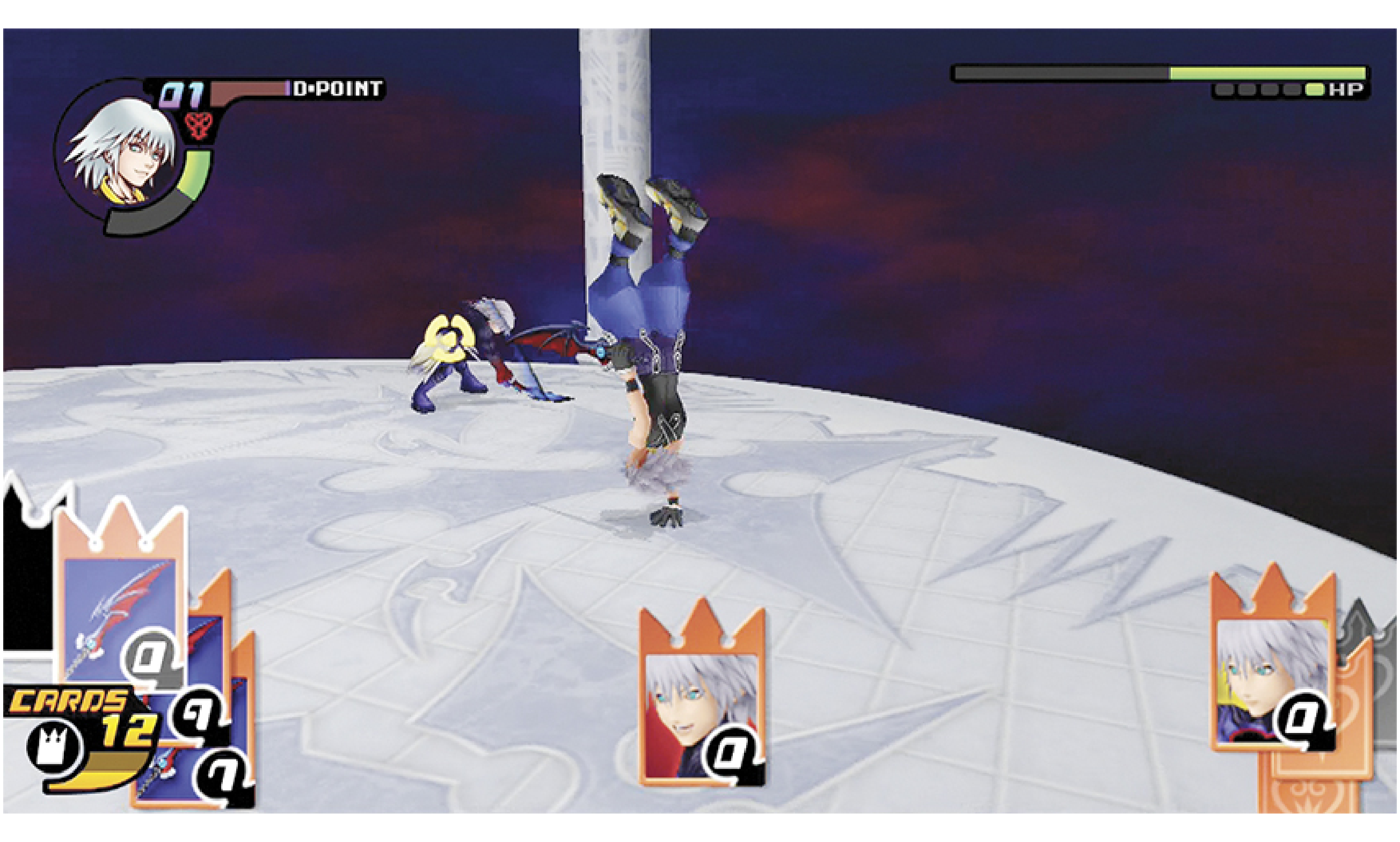
The Gimmick Card causes Guard Armor's body to crumple to the ground, allowing Riku to slice him up with some well-placed attacks.



Once his arms and legs are gone, Guard Armor will slam his upper body on your location, pursuing you relentlessly for a short time. Simply dodge, break his moves, use D Mode, and finish him off with a few three-hit combos. After the fight, Guard Armor's heart leaves his body, and Riku gains the Guard Armor Card for his efforts. Leave Traverse Town by looking on the map, scanning for the north-most room, and making your way to it on the opposite side of the map.

After you get back to the castle, Riku is greeted by... himself? Vexen's creation, Riku Replica, is there and ready to taunt you. Good thing the real Riku has some retorts of his own. He lets the Riku Replica know that Riku Replica is only a replica—nowhere near the real thing. Riku Replica feeds into the taunt, which starts another boss battle.

Boss Battle: Riku Replica



Even though Riku Replica can embrace the darkness at all times, it doesn't mean he is in any way superior. This fight is far less of a frantic one than it was when you faced the Riku Replica as Sora. Riku Replica uses the same moves you are familiar with, so avoiding them should be second nature by now.

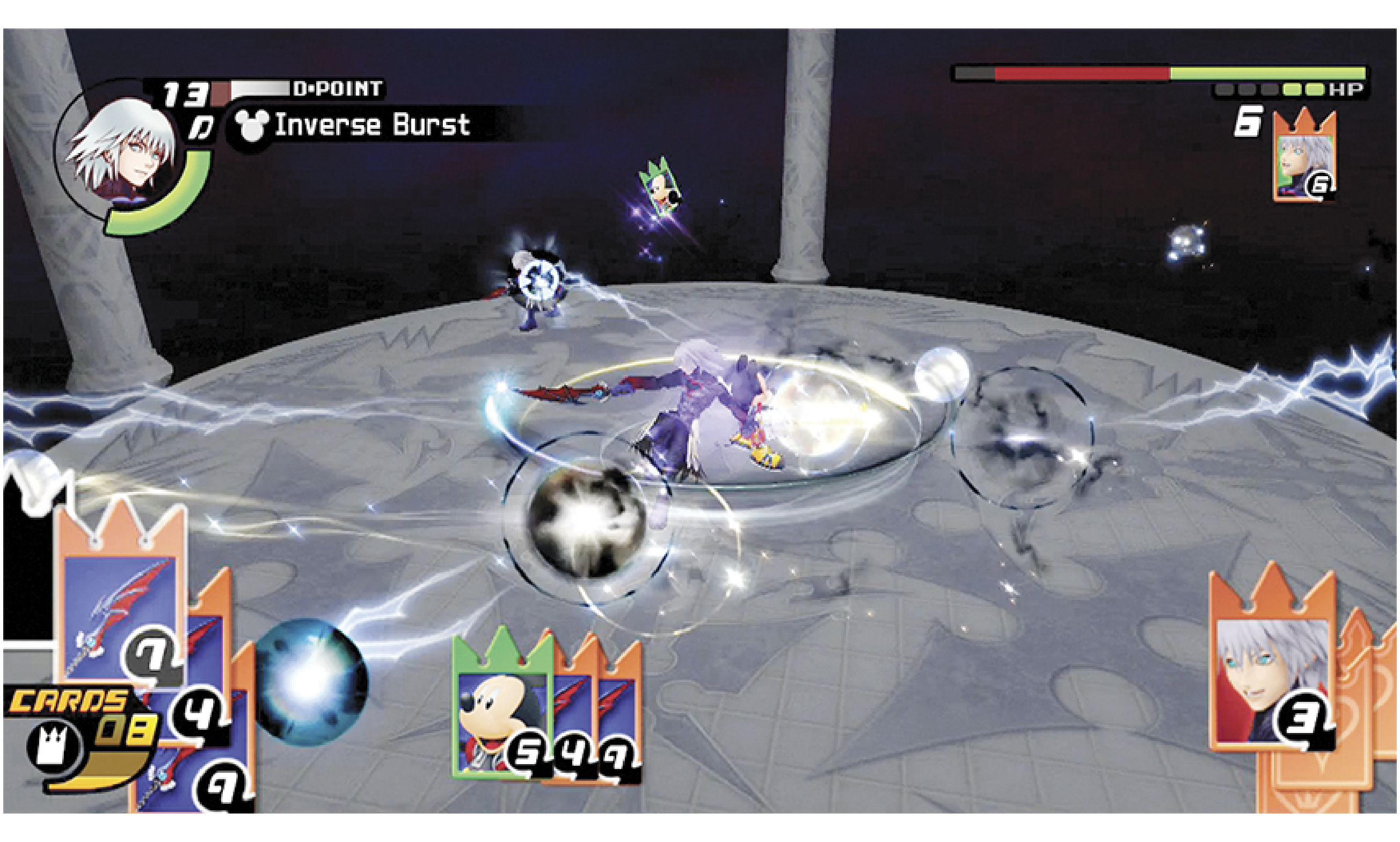
Tip

Riku Replica uses Helm Split frequently, so break it as often as you can to activate D Mode.

Tip

D Mode is your best friend in this fight, as it is so powerful that you can get behind Riku Replica and use three-hit combos repeatedly, until it is almost laughable.

Riku Replica has a gigantic deck, but it is filled with low-level cards, making it very easy to break.



Join Riku Replica in the darkness and use D Mode as often as possible. Even bring Mickey into the battle and use the Inverse Burst ability.

Note

Inverse Burst is almost exactly the same as Holy Burst, however you use dark magic bursts and its duration is a bit longer.

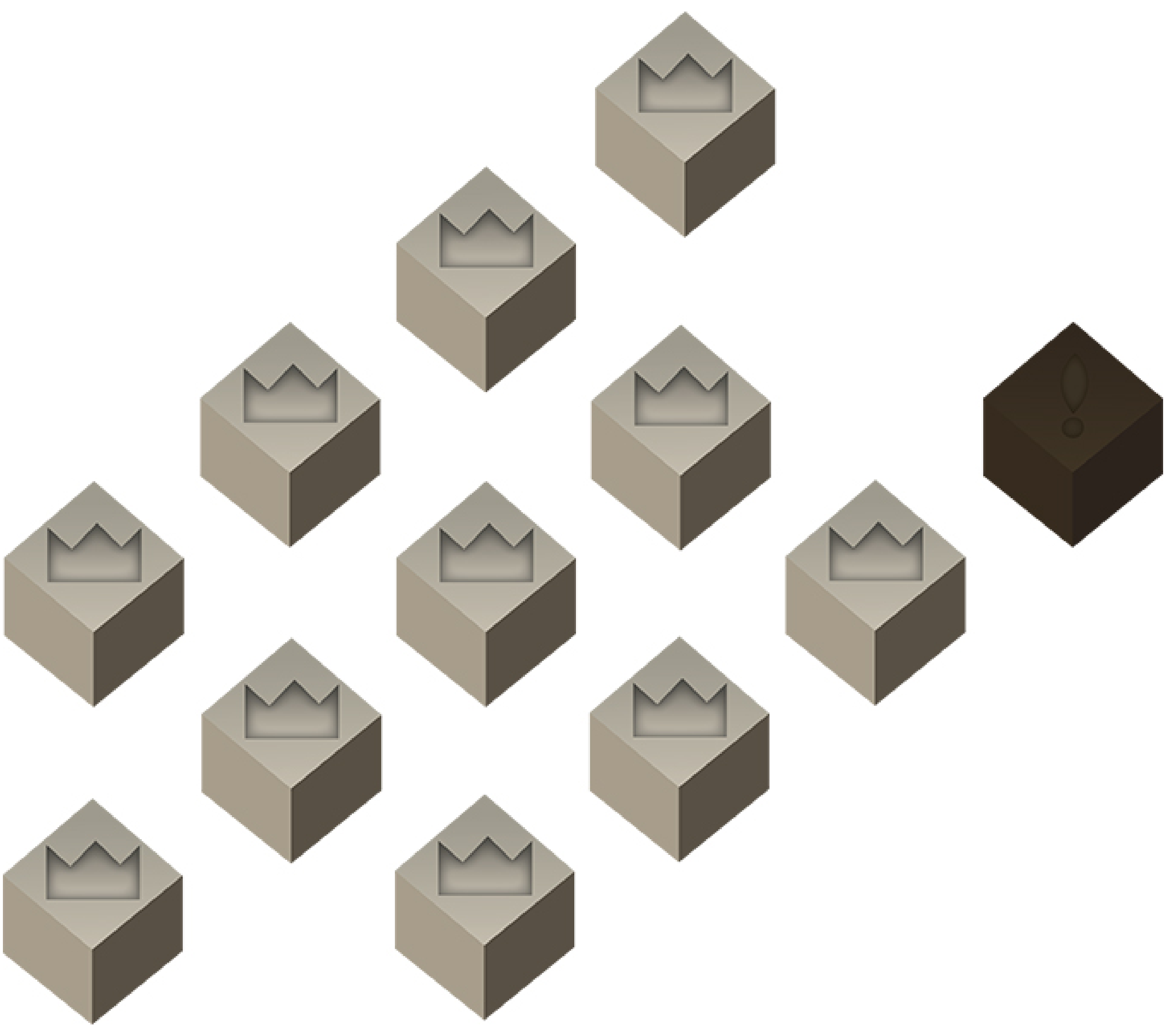
Slash Riku Replica up ferociously and end him with a Dark Firaga blast that is sure to send him reeling. After the fight, Riku levels up and the two will argue once more. It looks like Riku Replica is far from the real thing, as he was beaten quite easily. Riku Replica taunts you back and leaves you with some rather annoying words that anger Riku even more. Run up the steps to start another scene with the Organization.

It seems that Riku Replica is a bit of a trash talker even in the wake of defeat. Vexen explains that he needs the Riku Replica to take care of Sora as well as Riku. Riku Replica agrees and reassures the dark group that he will take care of them both. Fortunately for you, you know what the future really holds.

Back with the real Riku, he runs up and again meets Ansem. Ansem reminds Riku that even though the other Riku is a fake, at least he accepts the darkness and isn't afraid of it like a little wimp. Riku becomes angry and resolves not to give in to the darkness. Ansem obliges and throws Riku his next set of World Cards. Time to proceed to Atlantica.

Atlantica

Again this section will seem to swim by, so after you gain the Key of Beginnings, head to the crown door to face off against Ursula.



Note

Create a save point if you wish, however it is not absolutely necessary.

D-POINT
HP
CARDS

Boss Battle: Ursula

Again, this witch is nothing to be afraid of. She still uses her tentacles as a barrier so that you must defeat them first. However, if you can use D Mode, you can make short work of those useless appendages.

Tip

Sit back and break her attacks to charge D Mode, making this fight much less time consuming.

D-POINT
Maelstrom
HP
CARDS

Ursula still shoots bubbles out of her mouth, so be sure to dodge those intently, since they cause your controls to act upon the reverse order (forward becomes backwards, left becomes right, and so on).

Note

Using the Gimmick Card will drop Ursula's tentacles, and mixing that move with D Mode leaves her wide open for a well-placed Dark Firaga move.

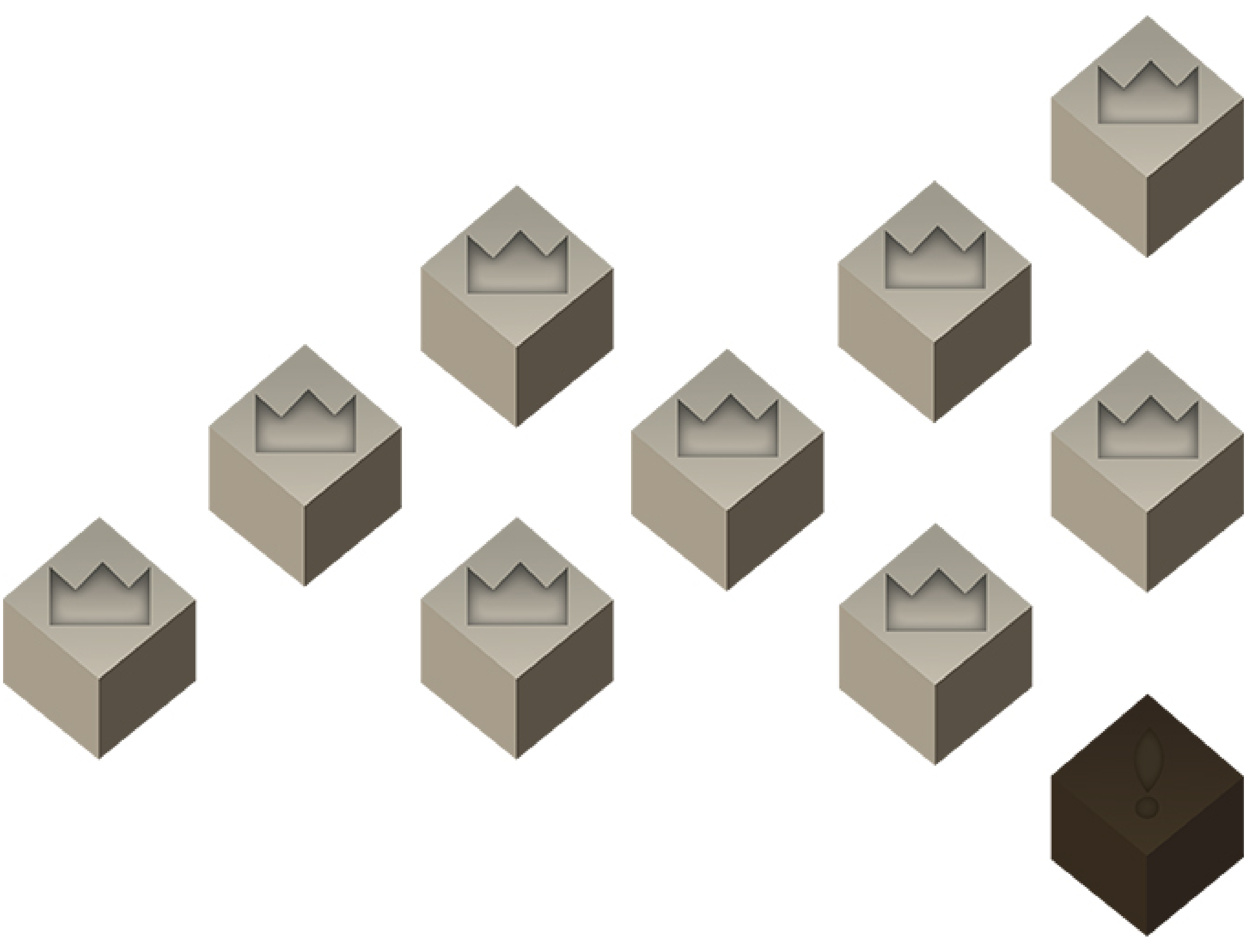
After you defeat Ursula, you gain the Ursula Card and level up. Now it is time to move on to Olympus Coliseum.

Relax, kiddo. I don't think it's
going to hurt that much!

Back at Castle Oblivion, things take a turn for the dark side as Zexion, Lexaeus, and Vexen discuss what is to be done. Riku Replica appears, however he does not get the welcome he was hoping for. Vexen sizes him up and realizes Riku Replica could be of greater use if Naminé messes with his memories as well. Riku Replica gets quite confused and brings a feeling of guilt and sorrow when the Organization forces him against his will to be "more like Riku". He is forced against his will to have his memories filled with false ones, and is none too pleased about it.

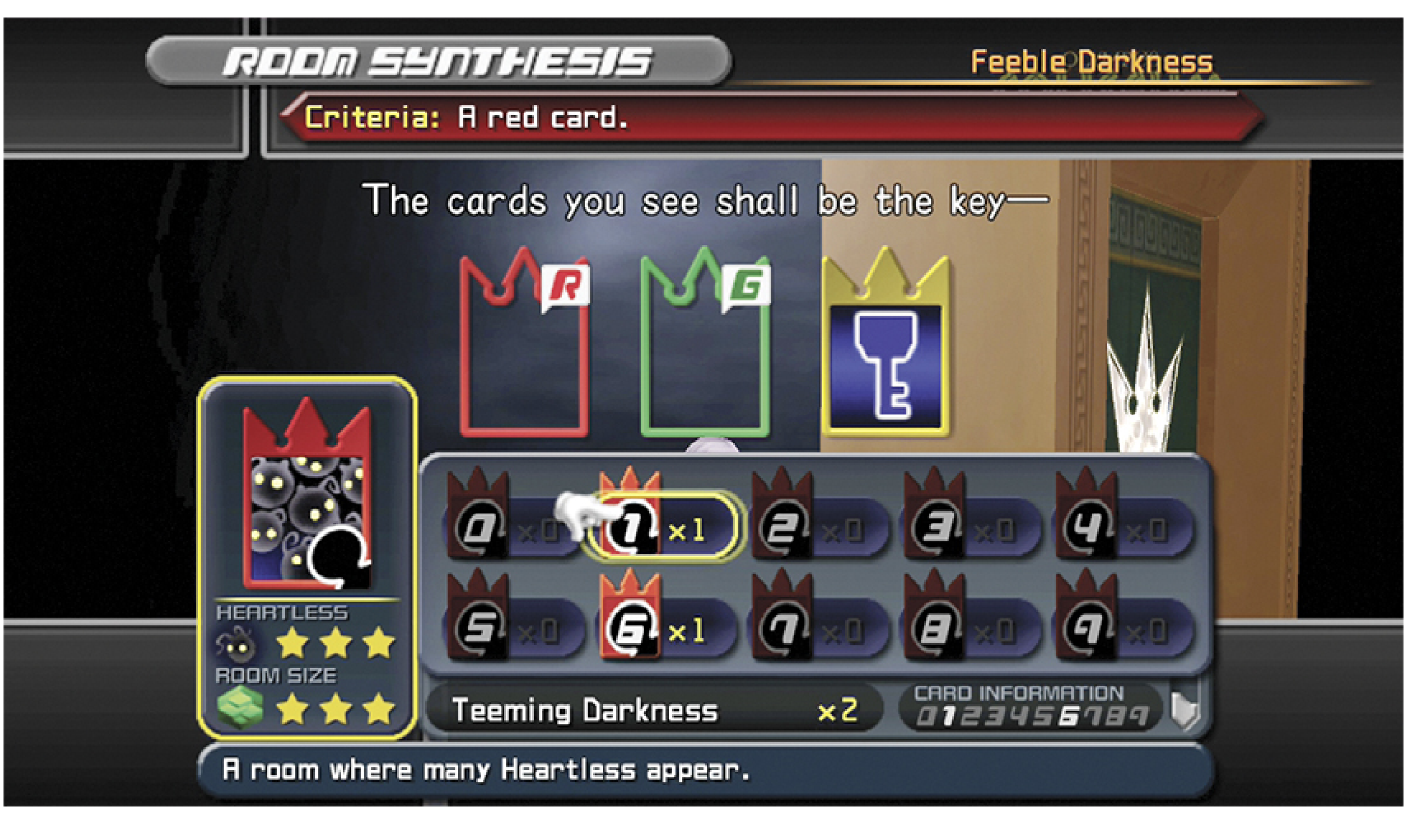
Olympus Coliseum

As you enter Hercules' world, again you see that you are alone, and your only companions are the Heartless that want nothing more than to make a pair of Riku-skin boots. After you gain the Key of Beginnings Card, your next objective is to use it on the crown door. The maps are getting slightly larger, meaning you will be able to create different kinds of rooms if you wish.



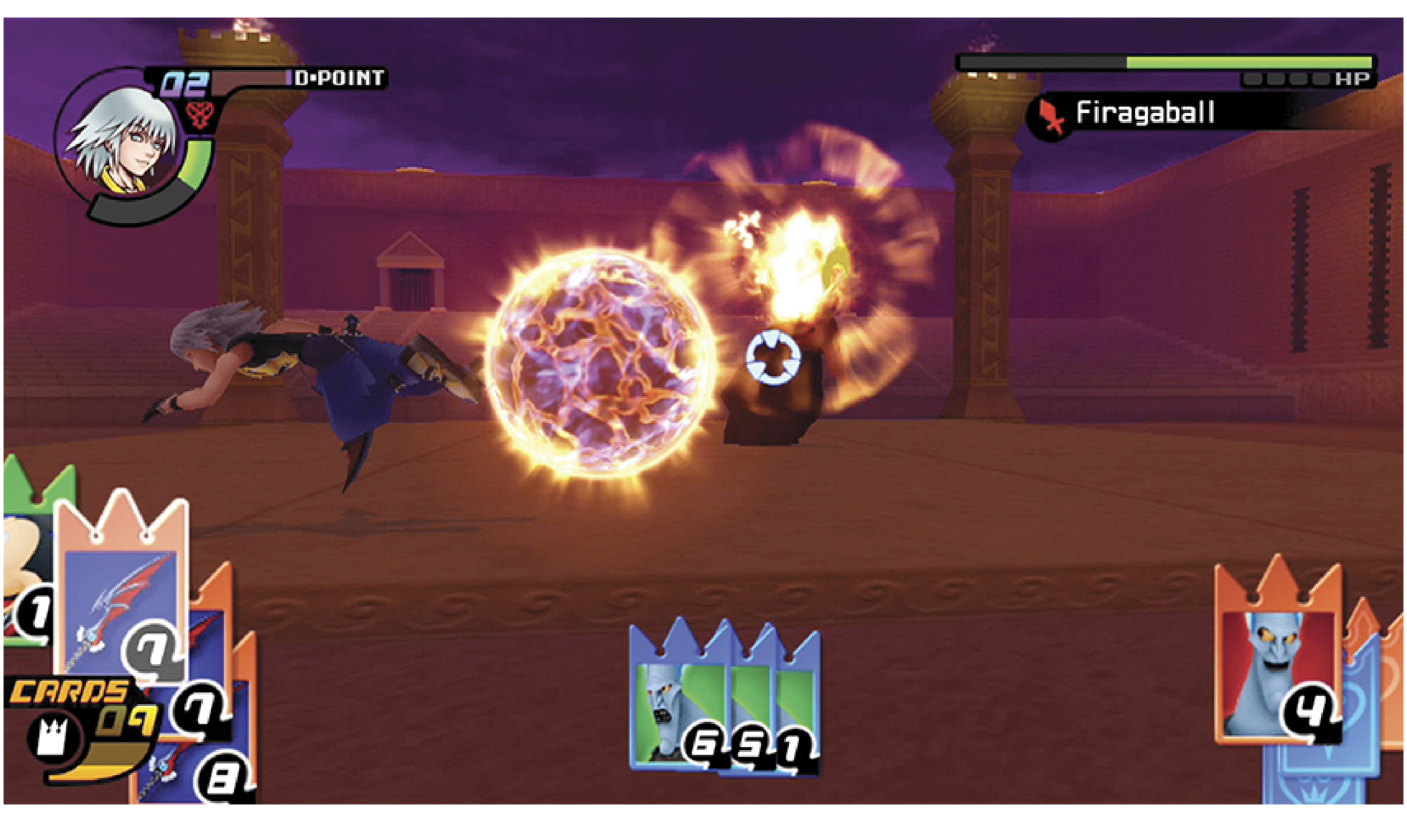
Note

It may be a good idea to create some rooms with any Calm Bounty Cards you might have in your possession to fully utilize any bonuses Riku can still attain.


ROOM SYNTHESIS
Feeble Darkness
Criteria: A red card.
The cards you see shall be the key—
R
G
HEARTLESS
ROOM SIZE
0 ×0
1 ×1
2 ×0
3 ×0
4 ×0
5 ×0
6 ×1
7 ×0
8 ×0
9 ×0
Teeming Darkness ×2
CARD INFORMATION
0123456789
A room where many Heartless appear.

Make your way to the last door and use the Key of Beginnings to proceed to the next boss battle.

Boss Battle: Hades

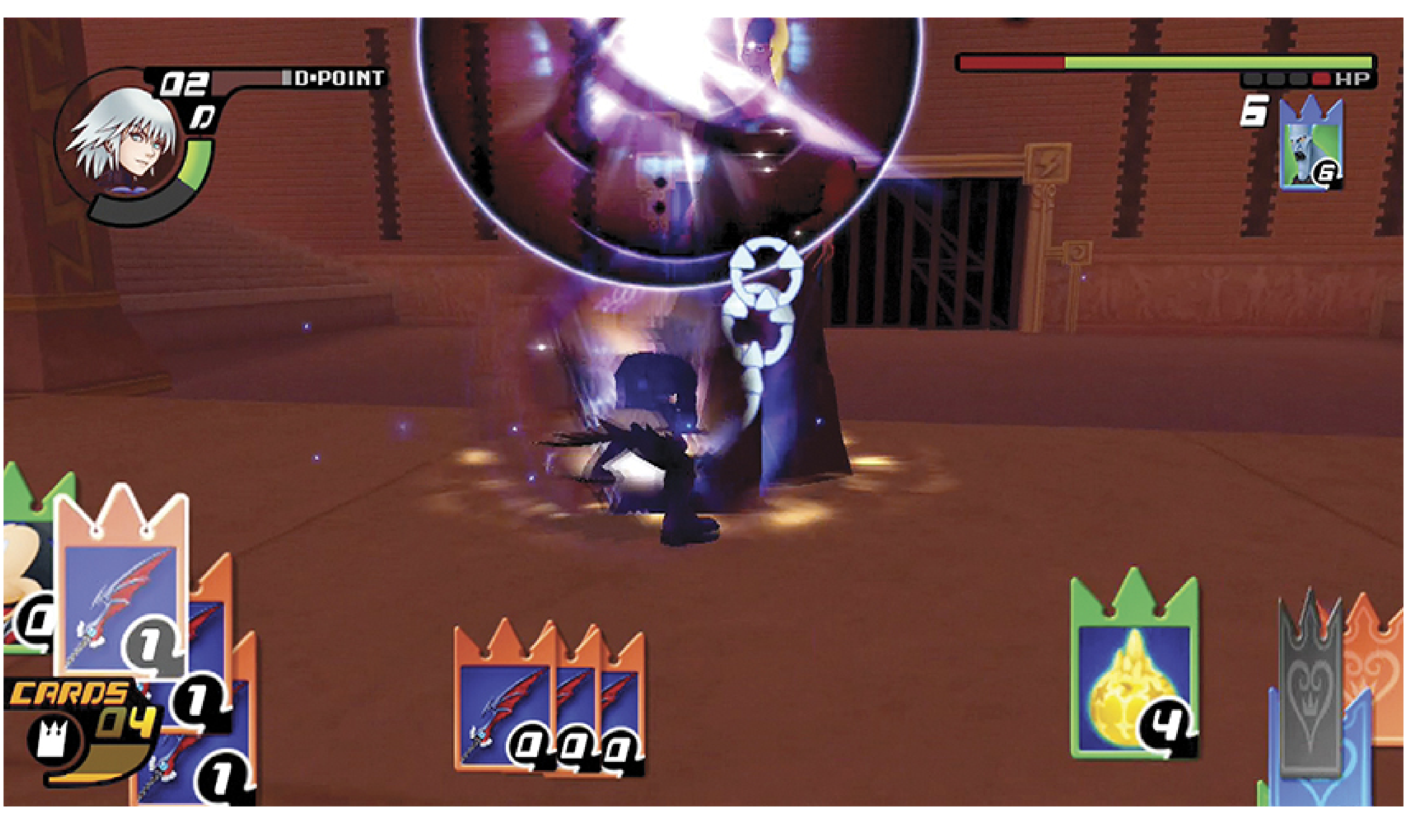

02
D·POINT
HP
Firagaball
CARDS 09
1
7
7
8
6 5 1
4

The great thing about Riku is that he is all about the offensive, which makes these boss battles seem like a breeze. While Hades' moves like Firagaball (where he throws fireballs) and Temper Flare (in which he follows you with flames shooting from his hands) may be obnoxious, they are very easy to break or dodge with Riku. Dodging and getting behind Hades to combo him up is a simple way to cause a lot of damage.

Just like all the previous fights, entering D Mode and using Dark Break and Dark Firaga are great ways to bring on the pain.

Tip

If you can, try and duel with Hades to make use of Maelstrom, which can cause a great deal of damage. Be sure to use Mickey Cards to heal if need be, or use Mickey and perform Holy Burst, which also can cause some damage if used correctly.


02
D
D·POINT
HP
6
6
CARDS 04
1
1
1
0 0 0
4

Staying on the offensive causes major damage to Hades as well as creates more opportunities to enter D Mode, which causes heavy damage.

Tip

Using Dark Firaga causes a good third of Hades' life gauge to deplete.

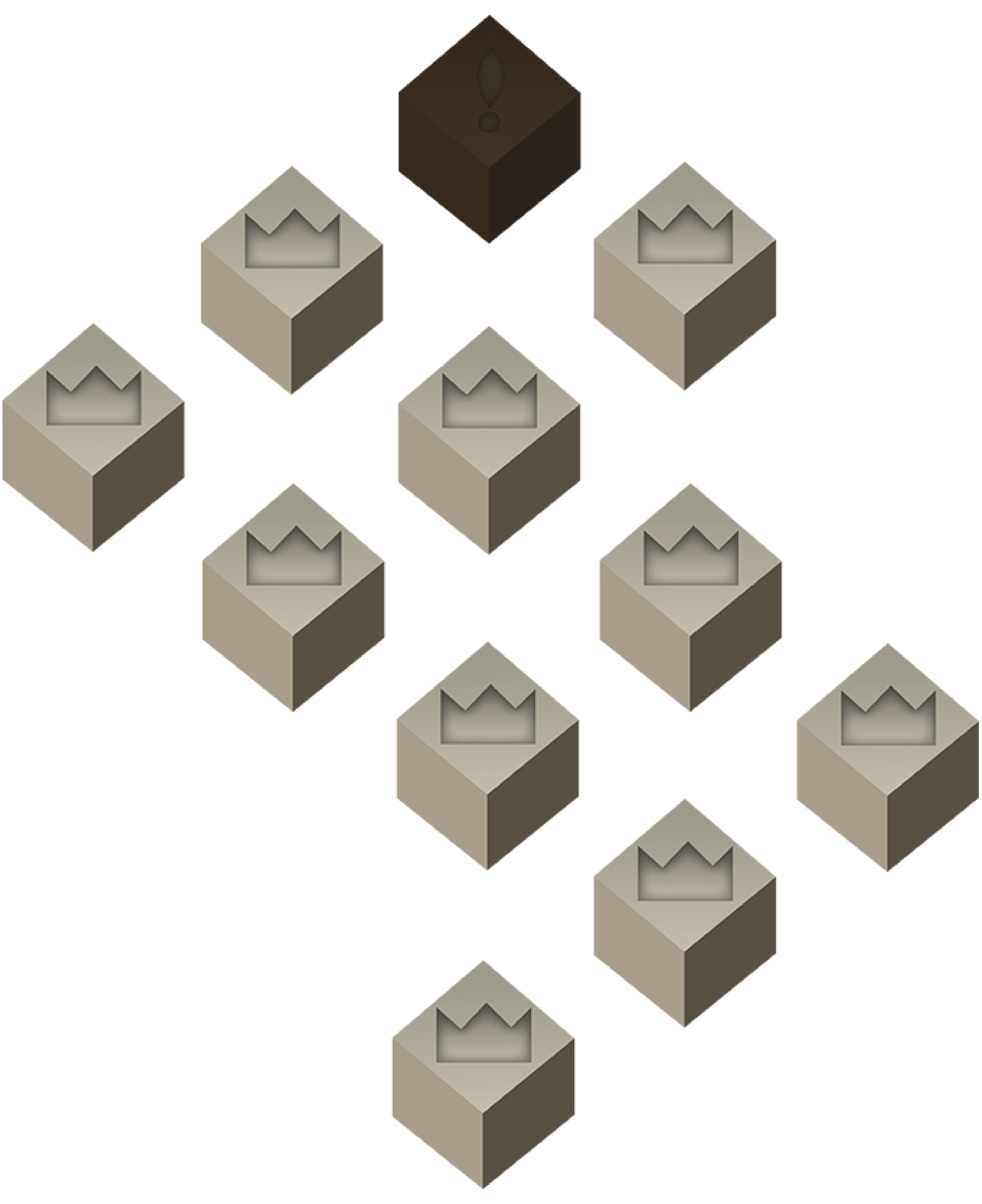
At the end of the fight, Riku levels up and gains the Hades Card. After the fight, like always, the only thing left to do is leave Olympus Coliseum, by heading through the north-most room, and return to Castle Oblivion.

In the following scene, Naminé is seated when Larxene comes in and begins taunting her about what she has to do to Sora. You will see the effects of Vexen's scientific prowess as Riku Replica enters and talks to Naminé as if he knows her. It seems Naminé has some amazing powers. Riku Replica pulls out the same charm that Sora carries and tells Naminé that he will protect her from whatever is hurting her. After the scene it is time for the real Riku to head to Halloween Town.

Halloween Town

Halloween Town

While Riku doesn't have a cool getup like Sora did in this town, Riku is scary enough with his vicious sword attack. Riku starts out with the Key of Beginnings Card and needs it to open the crown door coming up. The upcoming boss battle is by far one of the easiest, so don't feel obligated to create a save point beforehand, although doing so could not hurt.

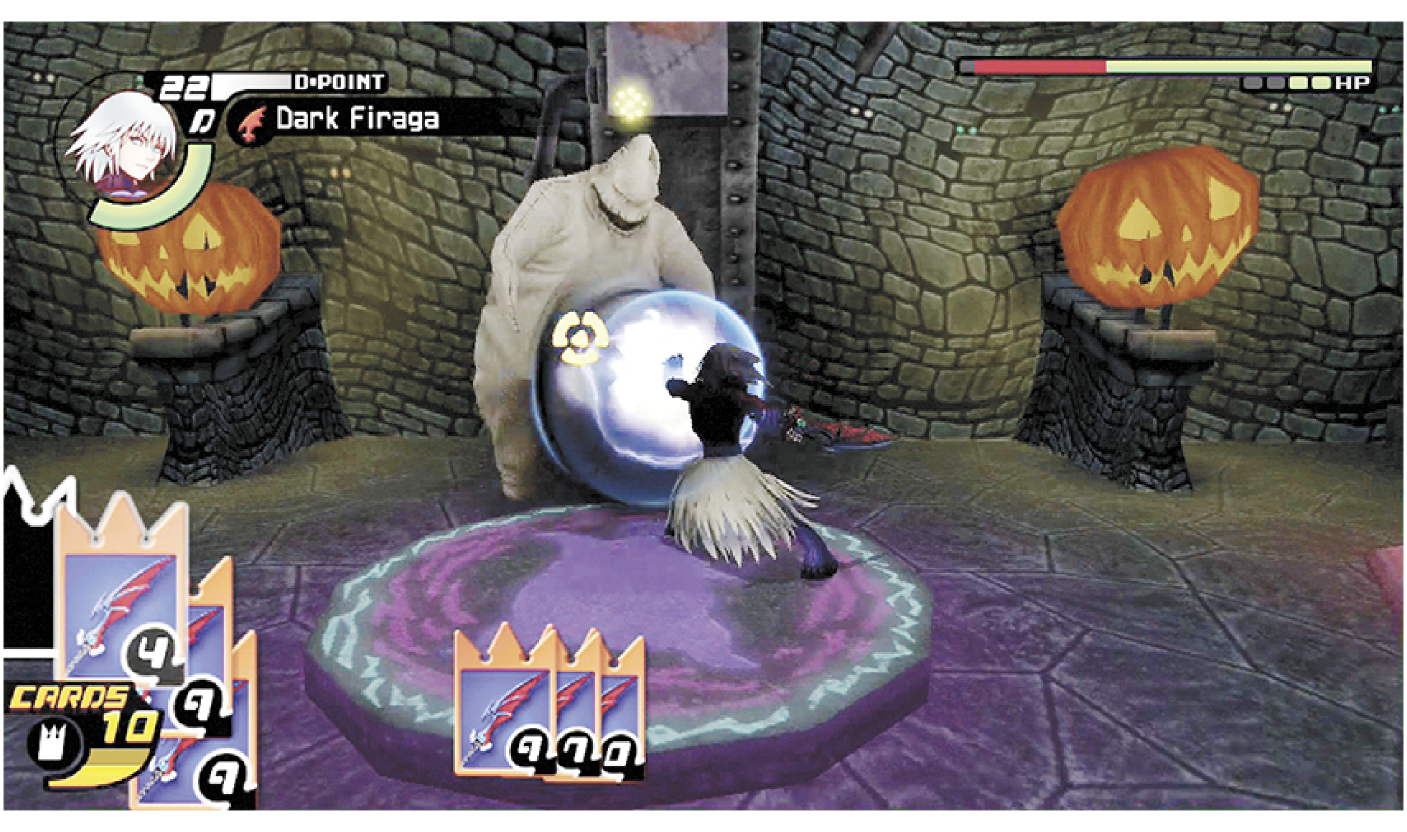


D·POINT
Inverse Burst
EXP
LEVEL UP!
CARDS 04

Tip

These Heartless on this map are stronger than any so far, so it would be a great way to level up Riku's Attack and DP for the upcoming battles. Get familiar with dueling during the random fights as well, since at this point you have an upgrade of the Maelstrom Sleight, called Dark Maelstrom, which is quite powerful.

Boss Battle: Oogie Boogie

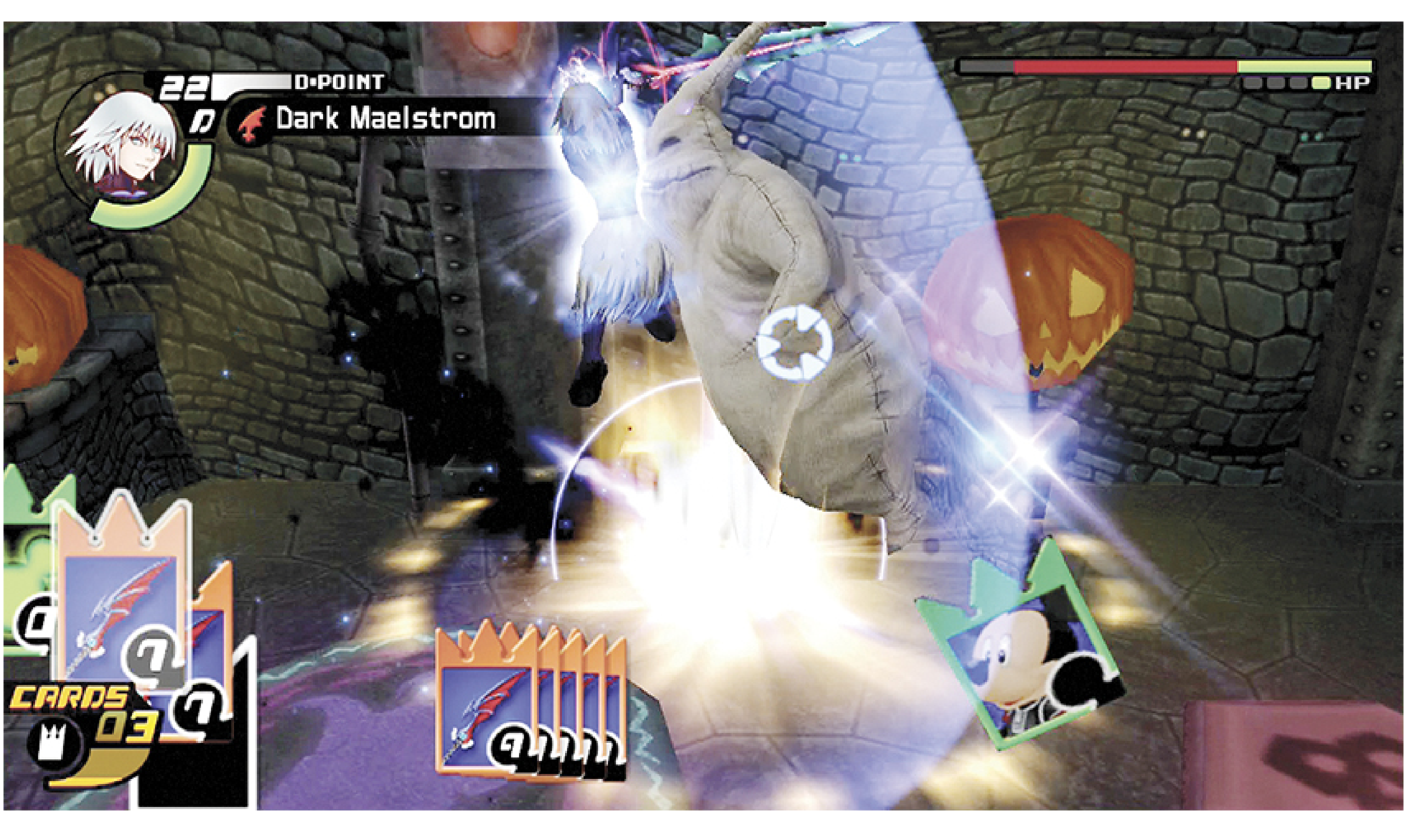


Oogie is not as big of a trash talker this time around, but otherwise he is exactly the same as before. This means that since Riku is stronger than Sora, and you already know Oogie's patterns, this fight will wrap up nicely. Again, Riku must break Oogie's attacks to lower the gate between the two of you, clearing a path to that inflated burlap bag.

Tip

Breaking Oogie's moves serves two purposes this time around. It helps lower the gate that stands in your way and it charges Riku's D Mode gauge.

Once the gate is lowered, change to Dark Riku and use as many Sleights as you can in the short time before the gate raises again. Dark Firaga is your best bet as it takes Oogie down half of a health gauge in one hit.



Tip

Try to duel with Oogie this time around. If you are successful, Riku performs the new Dark Maelstrom attack that is splendid to behold and does major damage.

In the same way as before, Oogie Boogie throws three dice which, after Riku breaks the upcoming move, can destroy the dice, freeing a Gimmick Card. As the Gimmick Card hides at random in one of the three dice, it is just as useful as before, since it lowers the gate for a few moments.

Tip

Use Inverse Burst when in D Mode, which can lower Oogie almost a full health bar.

FRIENDS
Conqueror's Respite

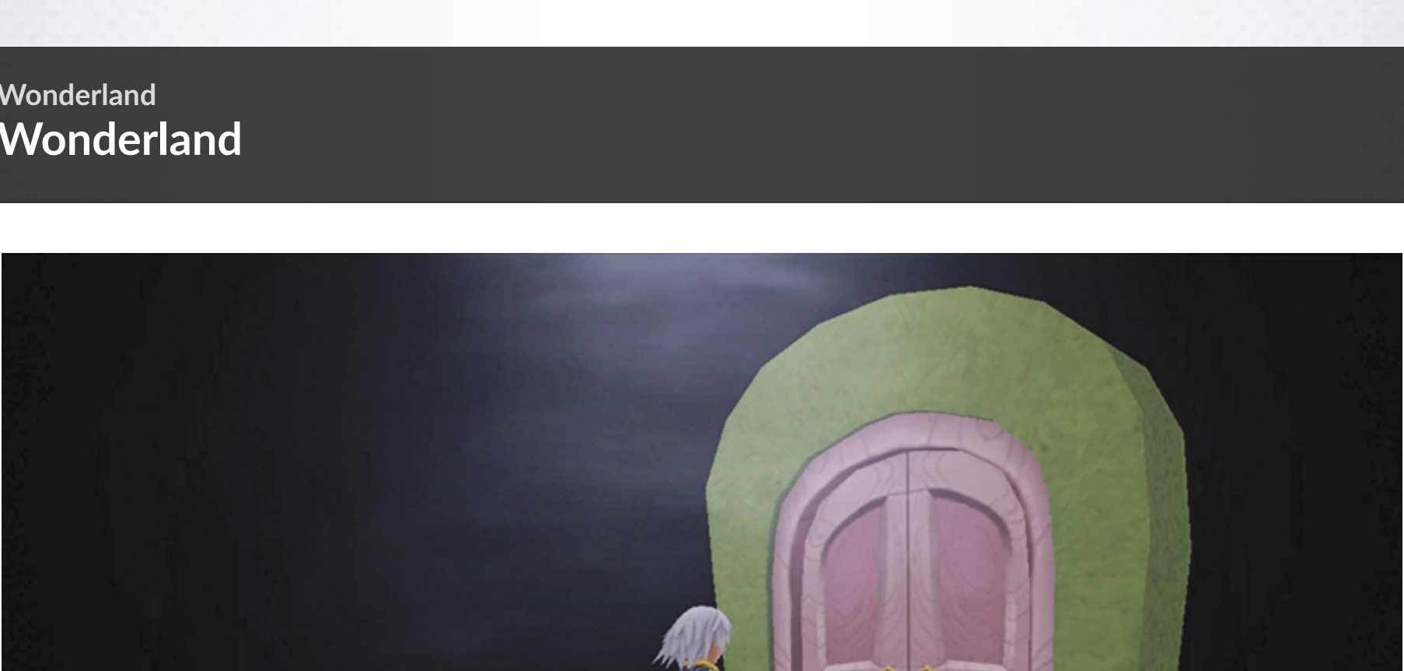
After defeating Oogie in the most ferocious way you can think of, Riku levels up and gains the Oogie Boogie Card. By now Riku should be pretty powerful, and will need that strength coming up. After the fight, exit through the left door and make your way to the north-most room on your map, saving before exiting Halloween Town. Once back in Castle Oblivion, run up the stairs to trigger another scene with the Organization.

Lexaeus appears, telling Zexion that Vexen is dead. Zexion is perturbed by Axel's actions of killing a fellow agent, even though Axel's actions were in fact incredible. Zexion mentions their "Superior" and how he is "in need of the hero of light", no doubt speaking of Sora. Their plan is to contain Sora by learning to control Riku.

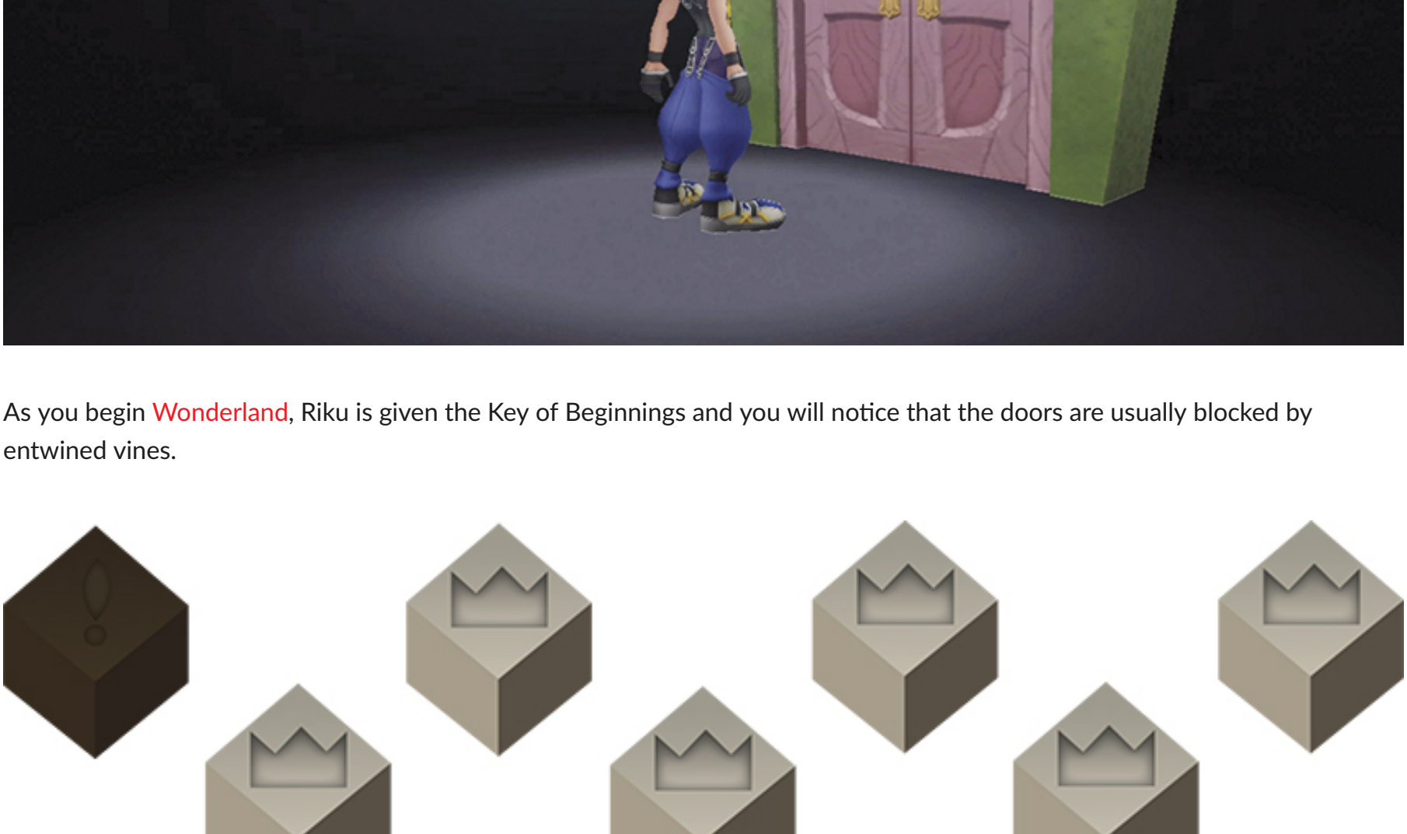
Riku is back in Castle Oblivion and stops to reflect on the last card in his possession. He ponders whether he has the strength to combat the darkness with the skills he has. Riku's fate relies on you now. Walk up to the door and select the last World Card, Wonderland.

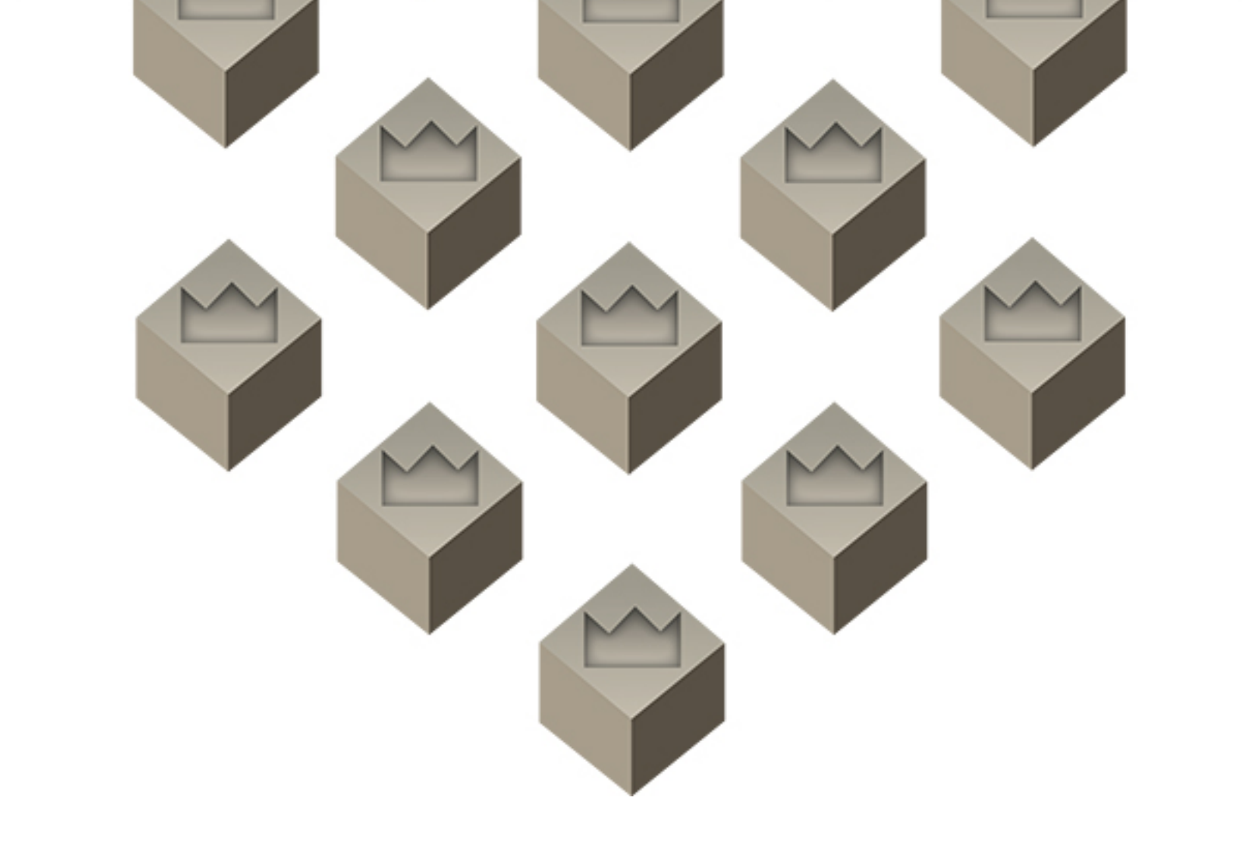
Wonderland

Wonderland



As you begin Wonderland, Riku is given the Key of Beginnings and you will notice that the doors are usually blocked by entwined vines.





Unravel these vines by locating the overgrown plant with purple flowers.

Tip

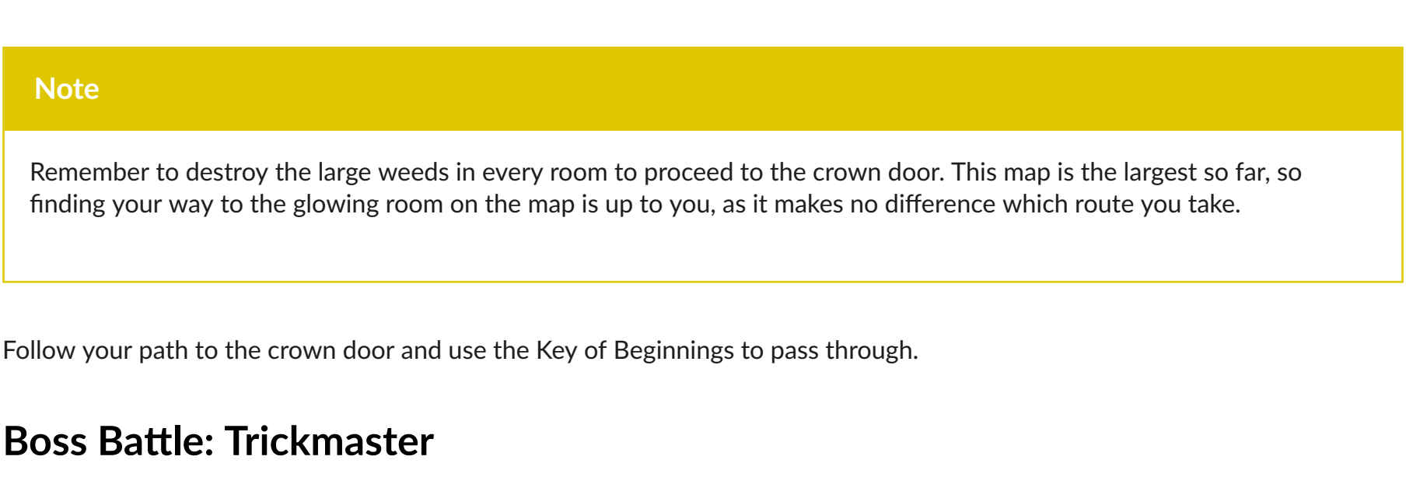
Destroying the large weeds disintegrates the vines blocking the door.

Note

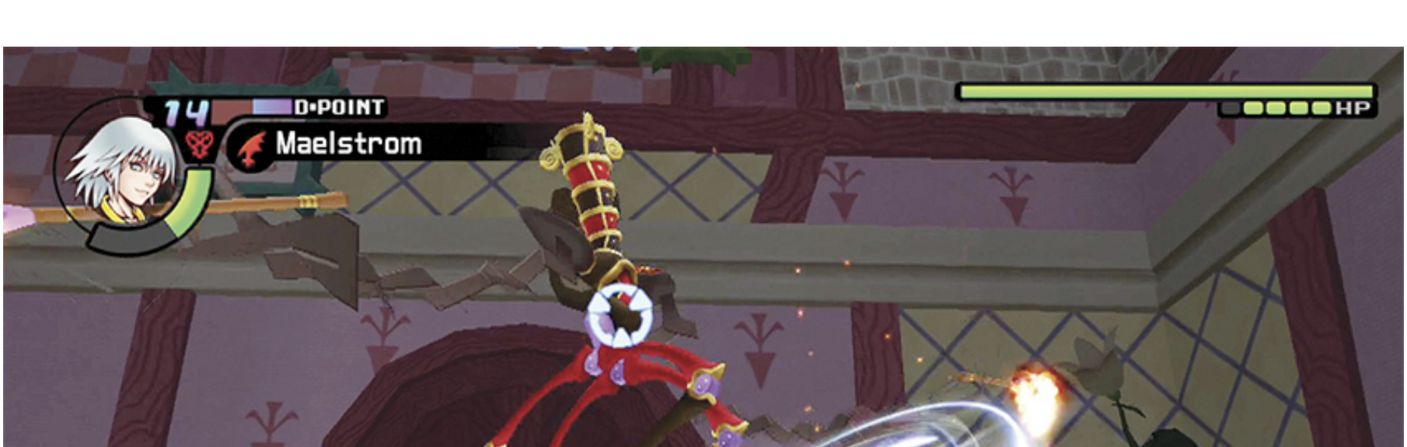
Remember to destroy the large weeds in every room to proceed to the crown door. This map is the largest so far, so finding your way to the glowing room on the map is up to you, as it makes no difference which route you take.

Follow your path to the crown door and use the Key of Beginnings to pass through.

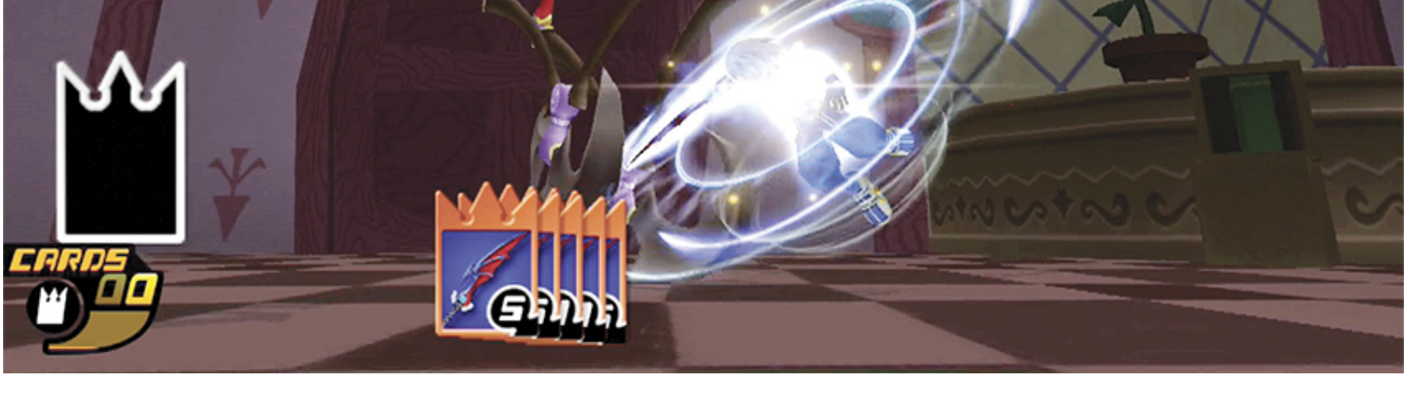
Boss Battle: Trickmaster



For some reason this guy seems a bit more difficult than before. Riku does not have any Summon or Magic Cards, so you must rely on the table in the middle of the room to jump high enough to slash at Trickmaster's head. The cane-twirling giant has the same arsenal of moves, which can be flat out annoying.



If you get too close, Trickmaster uses both arms to pound the ground, sending a huge shockwave across the ground. Also if you are close, Trickmaster leans over and twirls his cane to hit you over the head. If you get too far away, Trickmaster launches fireballs at you, which can be easy to dodge if you are paying attention to the timing.



Dueling can be very effective against Trickmaster if you are in a good position.

Tip

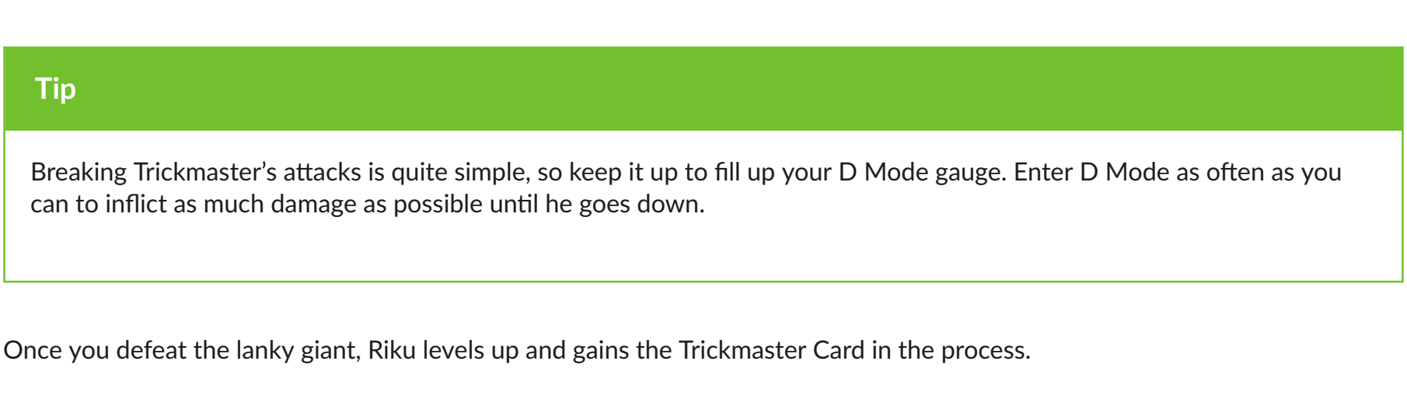
Remember to be standing on the table before performing Dark Maelstrom after succeeding in the duel, or else the only part of the attack that will connect is the ending slash.

Trickmaster loves to make your fight as painful as possible by destroying the table and chair every chance he gets. If this happens, use the Gimmick Card to respawn the dining room set.

Tip

Breaking Trickmaster's attacks is quite simple, so keep it up to fill up your D Mode gauge. Enter D Mode as often as you can to inflict as much damage as possible until he goes down.

Once you defeat the lanky giant, Riku levels up and gains the Trickmaster Card in the process.



After Riku becomes playable, follow the path in the center of the map, and run up to the north-most room as usual.

Note

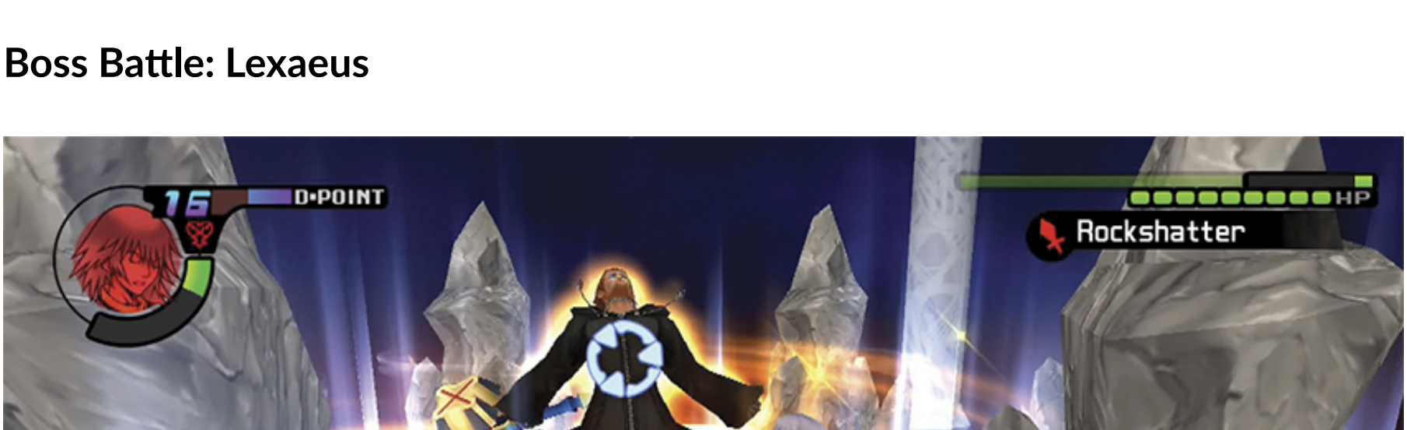
Remember to save before exiting Wonderland, because an incredibly intense fight is sure to follow.

Now, wipe the sweat from your brow and pass through the door to get back to Castle Oblivion.

Riku opens the door back to the castle. Lexaeus is there waiting for him, looking none too happy either. Riku knew he would be there, since they all seem to have a scent of darkness that Riku can smell. Lexaeus seems agitated that Riku is squandering his dark potential. Lexaeus warns Riku that if he does not pick a side, he will lose both the light and dark and disappear into nothingness.

Lexaeus releases a wave of energy that blasts Riku and proclaims that he cannot allow someone who fears the darkness to proceed. The following battle is a ferocious one—a battle that will take every ounce of skill you have learned thus far.

Boss Battle: Lexaeus



As discussed before, this fight is incredibly tough. Lexaeus is more cheap than Captain Hook and as frantic a fighter as Marluxia. He is incredibly difficult to read and his patterns are just as chaotic and unforgiving. Lexaeus begins by powering up, flying at you, and slamming his sword into the ground, creating a crater of debris.

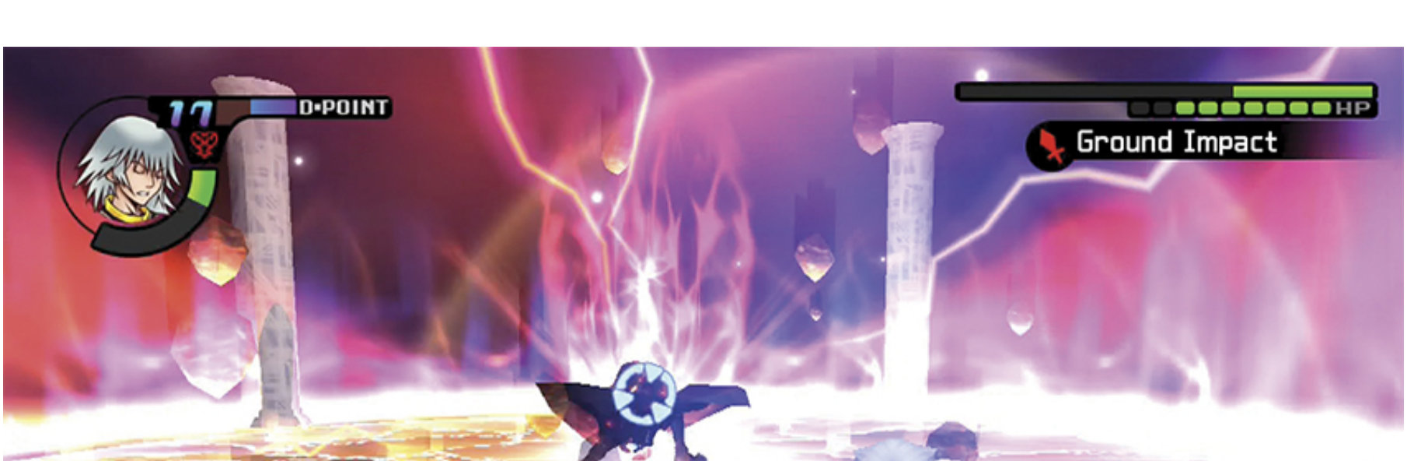
Note

Lexaeus is earth elemental and uses strong earth attacks.

Tip

Lexaeus uses strong sword attacks in quick succession, then pauses for a moment after each attack, leaving himself wide open.

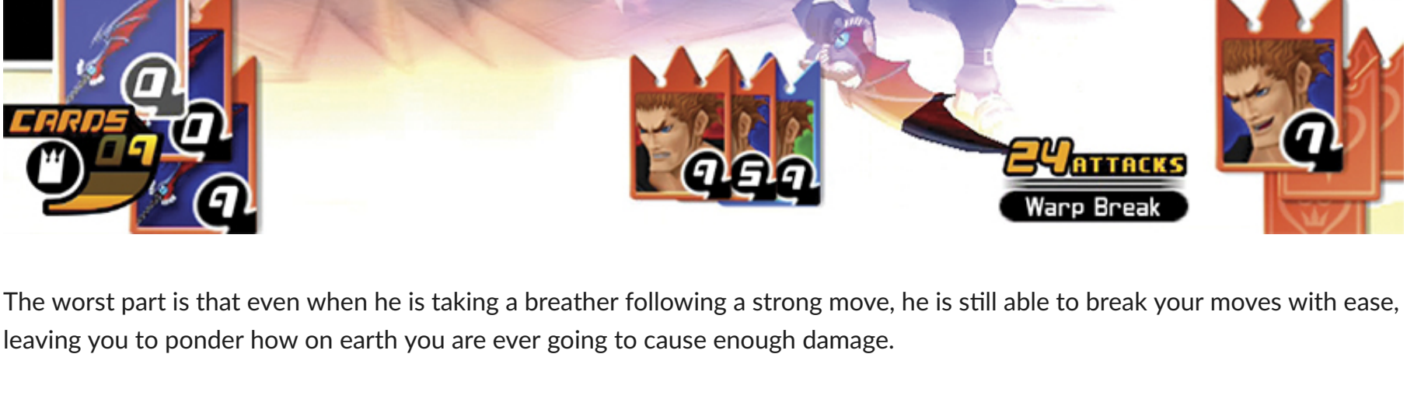
While he may let his guard down after a rough combo, Lexaeus comes back just as viciously, swinging his oversized sword in every direction.



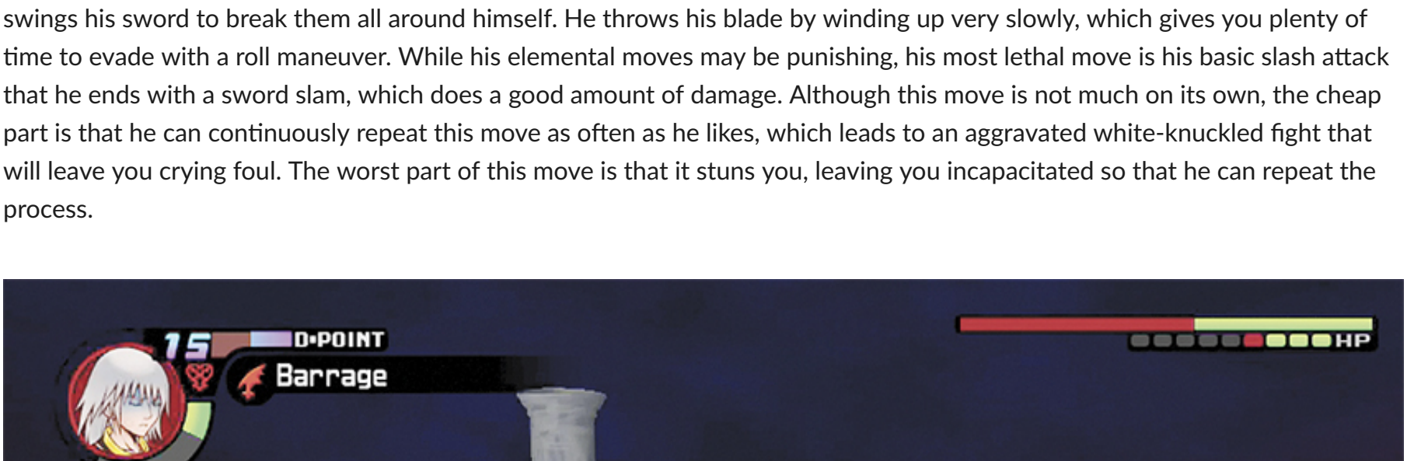
The worst part is that even when he is taking a breather following a strong move, he is still able to break your moves with ease, leaving you to ponder how on earth you are ever going to cause enough damage.

Tip

Your best bet is to do what you can to enter D Mode, which is your only chance to come close to his hitting power. Using Dark Firaga often is a good way to inflict enough damage to keep you alive while you keep your Mickey Cards primarily for healing purposes.

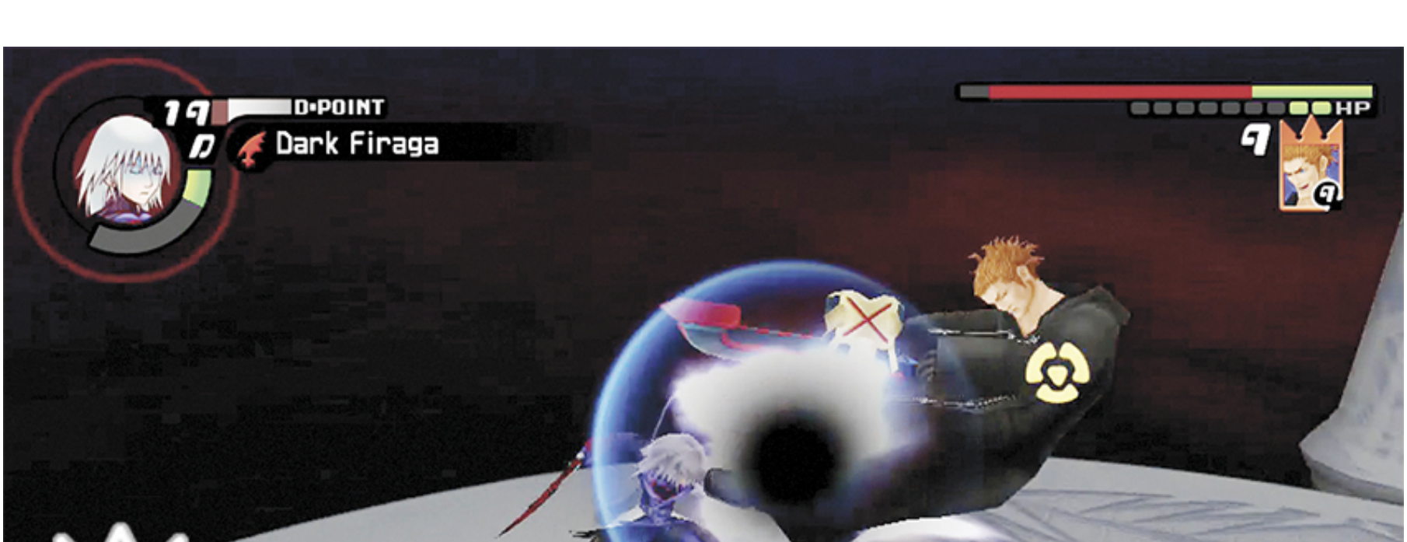


Lexaeus uses an attack called Rockshatter that raises giant boulders around him, which inflicts moderate damage. He then swings his sword to break them all around himself. He throws his blade by winding up very slowly, which gives you plenty of time to evade with a roll maneuver. While his elemental moves may be punishing, his most lethal move is his basic slash attack that he ends with a sword slam, which does a good amount of damage. Although this move is not much on its own, the cheap part is that he can continuously repeat this move as often as he likes, which leads to an aggravated white-knuckled fight that will leave you crying foul. The worst part of this move is that it stuns you, leaving you incapacitated so that he can repeat the process.



Tip

Using Dark Firaga does the most damage, but also lets you give Lexaeus a taste of his own medicine as it stuns him in the process, giving you ample time to wind up another Sleight to knock him around a bit.



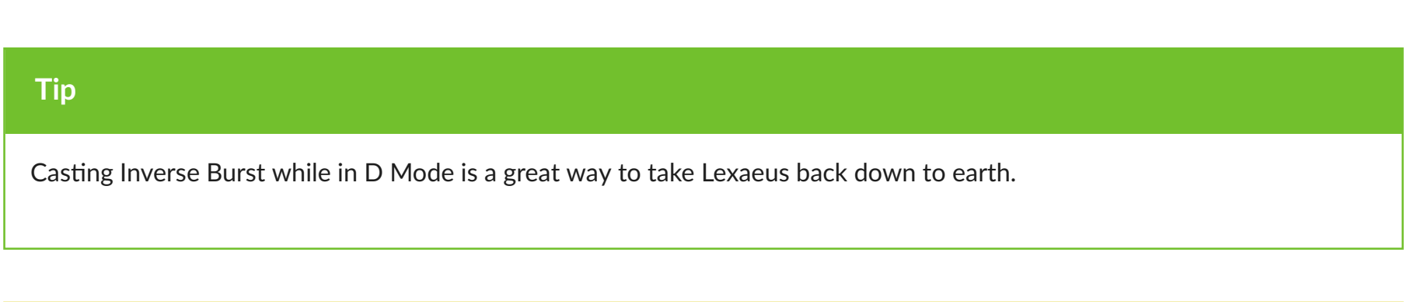
Tip

Casting Inverse Burst while in D Mode is a great way to take Lexaeus back down to earth.

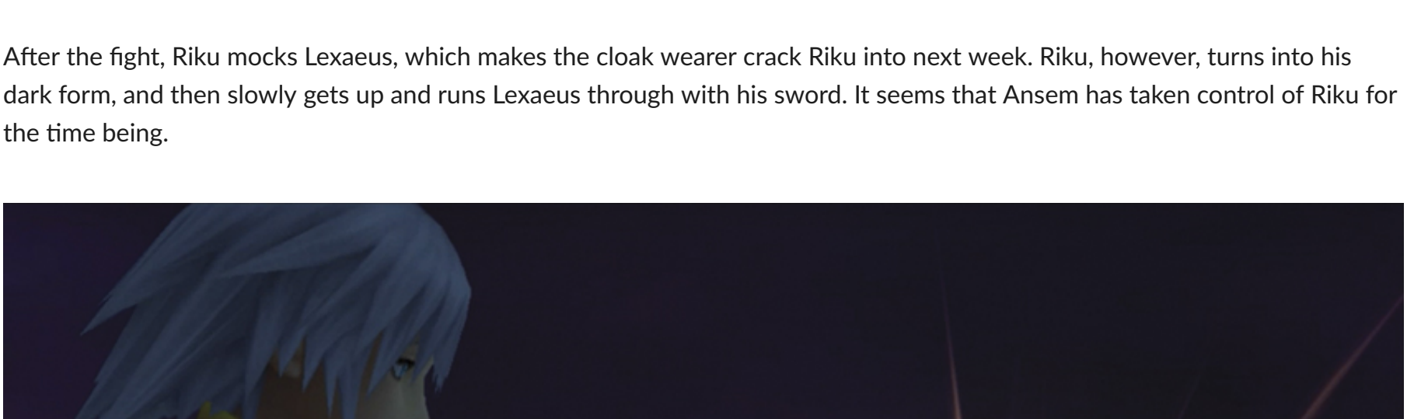
Note

Do not let Lexaeus get you cornered up against the wall, or else he will continuously stomp you into the ground.

This is a tough fight, but hit Lexaeus with Dark Firaga in D Mode until you go back to your normal form, then dodge and break until D Mode is ready again. This is your best way to beat this brute. Once you have successfully defeated him, you gain two level ups as well as the Lexaeus Card.

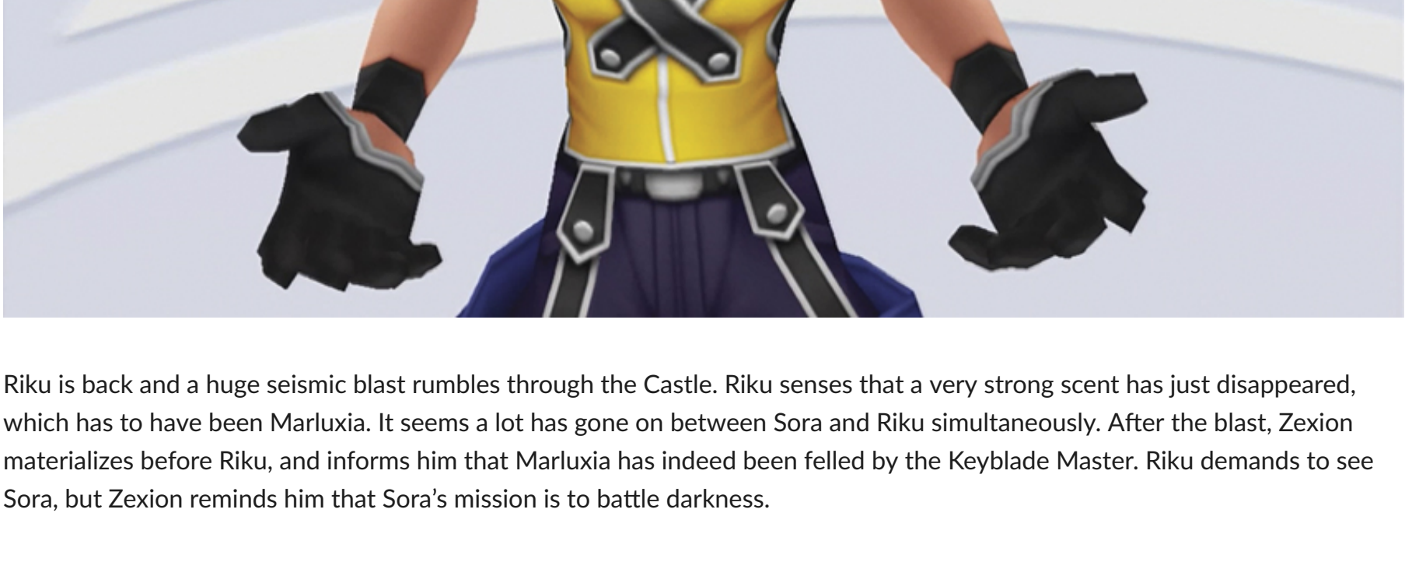


After the fight, Riku mocks Lexaeus, which makes the cloak wearer crack Riku into next week. Riku, however, turns into his dark form, and then slowly gets up and runs Lexaeus through with his sword. It seems that Ansem has taken control of Riku for the time being.

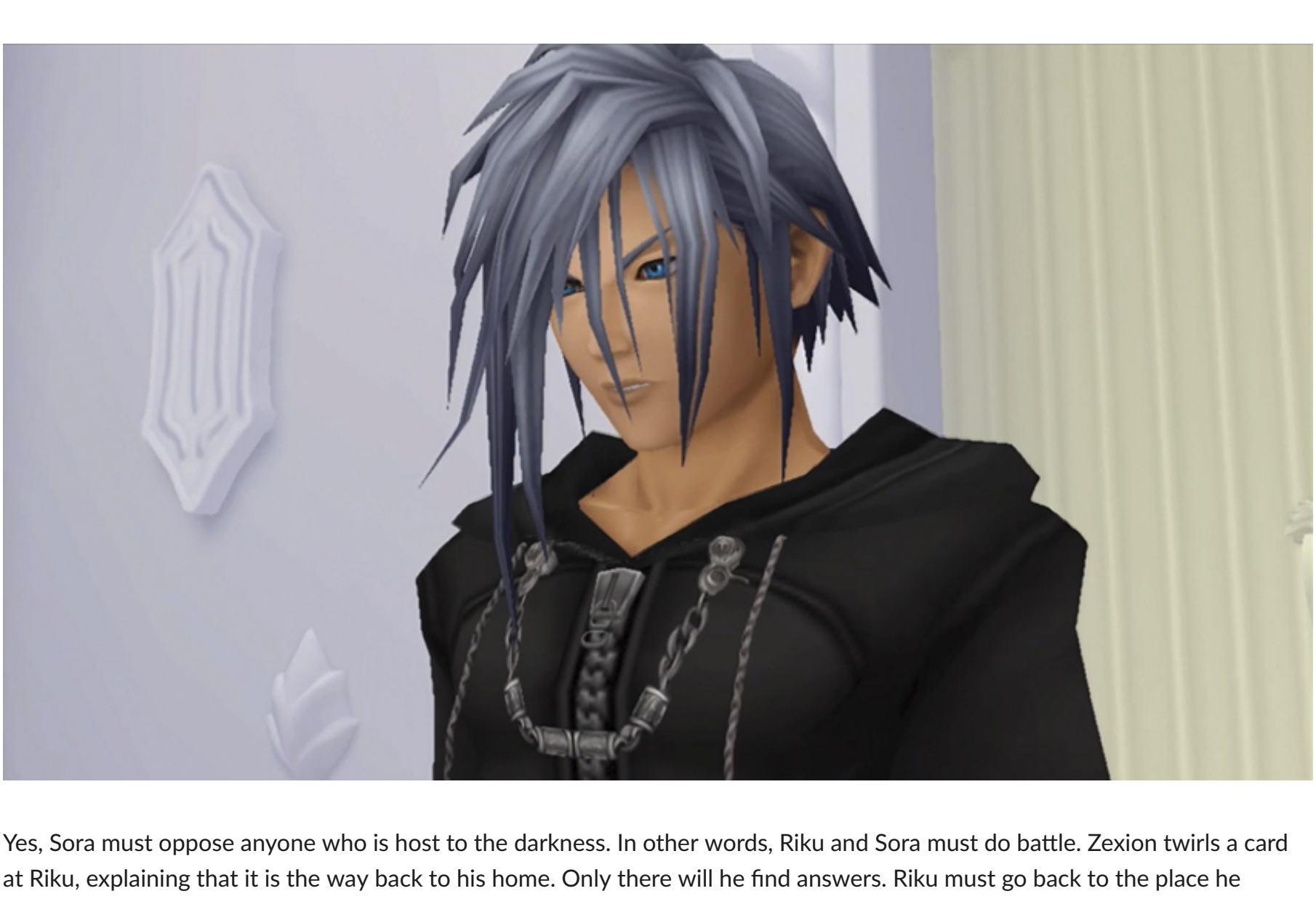


Riku appears, floating in a dark void while Ansem speaks to him about his fears. Ansem is about to take full control of Riku's heart when Mickey comes in between them and protects Riku from Ansem's dark influence. Riku awakens back in Castle Oblivion and realizes that Mickey helped him all along, giving him new hopes that the light really is on his side.

Zexion stands alone in the next scene until Axel appears before him. The two discuss the members of the Organization who have fallen in Riku and Sora's wake. Larxene, Lexaeus, and Vexen have all fallen, which leaves the two of them and Marluxia (and we all know Marluxia's fate at this point). It seems their plans have gone into disarray, except for one more task. And it has something to do with the data on Riku's home.



Riku is back and a huge seismic blast rumbles through the Castle. Riku senses that a very strong scent has just disappeared, which has to have been Marluxia. It seems a lot has gone on between Sora and Riku simultaneously. After the blast, Zexion materializes before Riku, and informs him that Marluxia has indeed been felled by the Keyblade Master. Riku demands to see Sora, but Zexion reminds him that Sora's mission is to battle darkness.

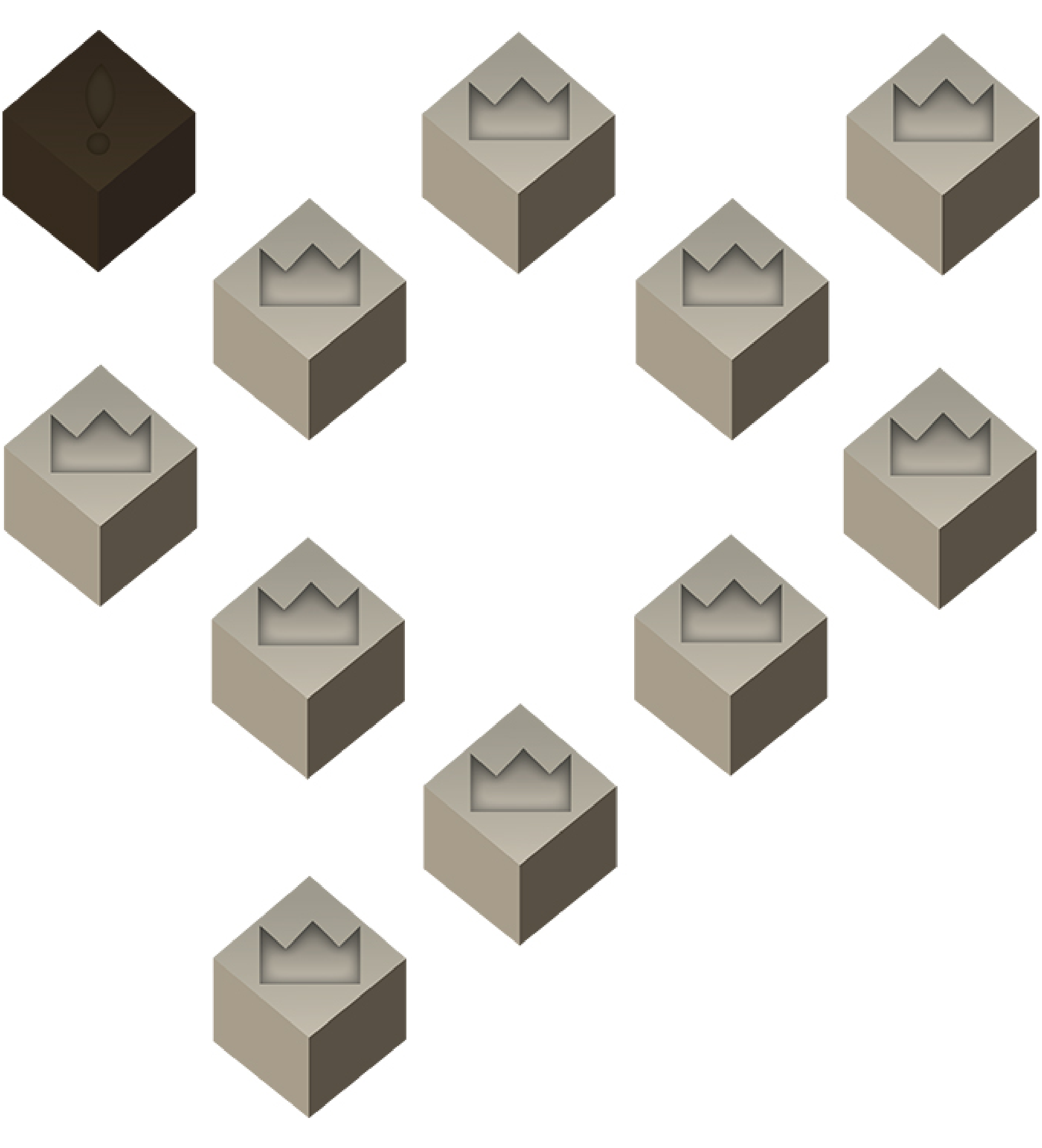


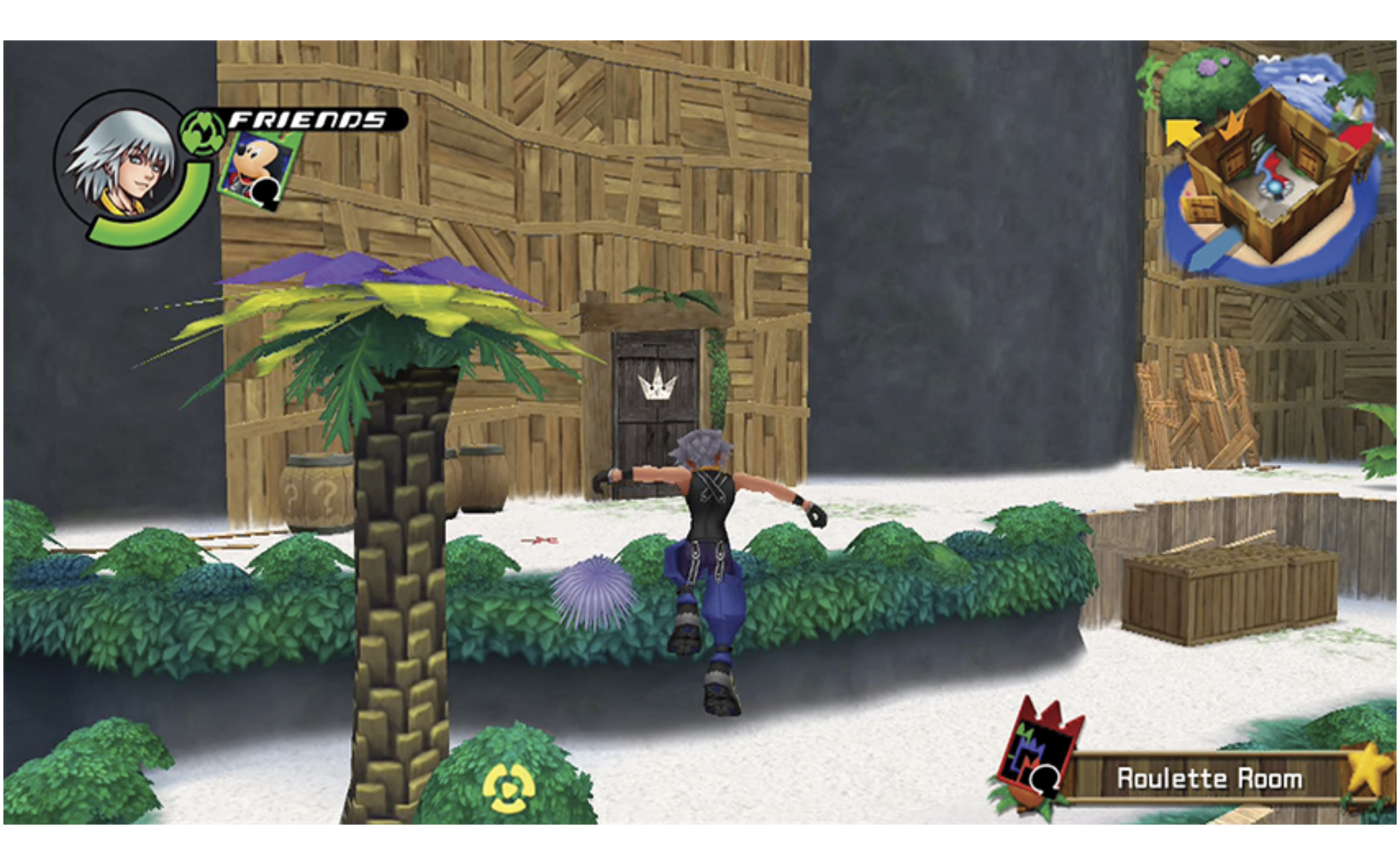
Yes, Sora must oppose anyone who is host to the darkness. In other words, Riku and Sora must do battle. Zexion twirls a card at Riku, explaining that it is the way back to his home. Only there will he find answers. Riku must go back to the place he rejected long ago. He must now go back to Destiny Islands.

Destiny Islands

Destiny Islands

Riku finds himself sitting alone on the beach back at his home island. It seems he missed his home more than he thought he would. As he is remembering a time when he used to have contempt for his home, he notices a few old friends down the coastline. Riku sprints toward Titus, Wakka, and Selphie with an excitement he has not felt in a long time. Something is wrong and the three not only do not respond, but disappear as well. Riku is then given the Key of Beginnings Card.





Once Riku becomes playable, look at the map to see the direction of the crown door. It appears to be in the west side of the map, so make your way there as best as you can.

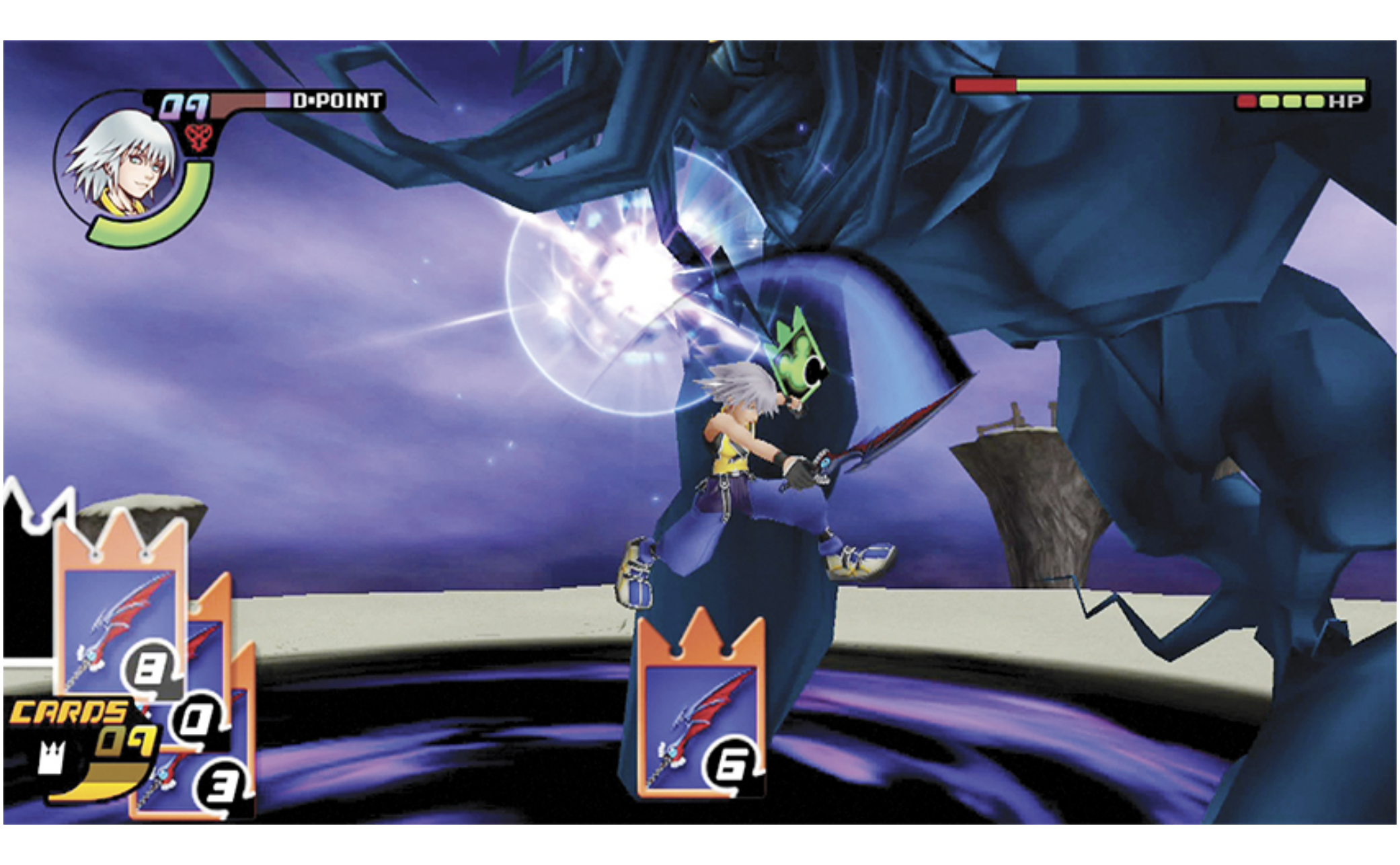
Tip

As always, a boss battle is sure to follow, so use your cards to their full advantage when creating rooms, and level grind as much as you can.

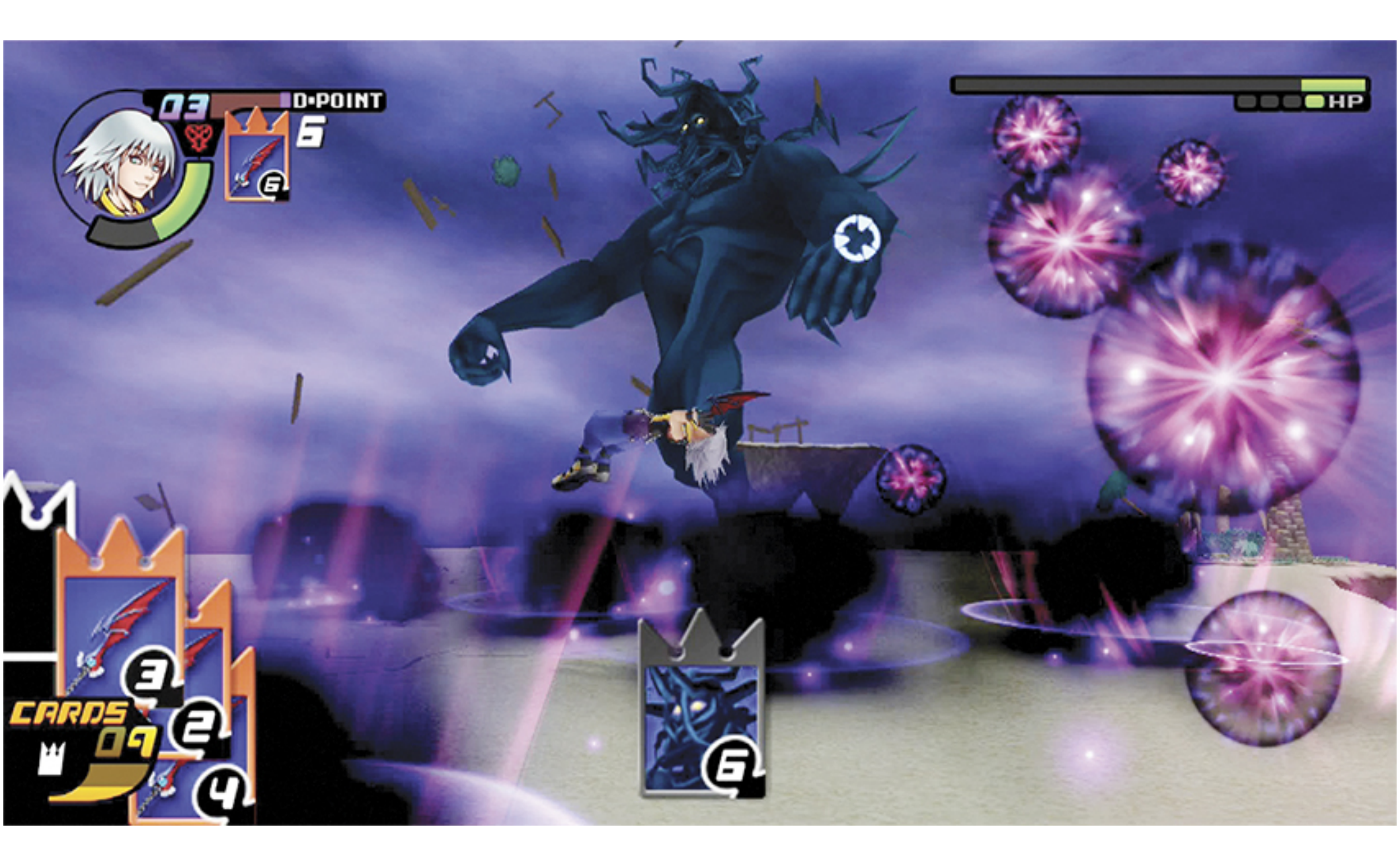
Once you approach the door, make sure you are fully prepared, then use the Key of Beginnings to proceed.

During the scene, Kairi appears before Riku only to quickly disappear. Zexion speaks from behind Riku and explains that all that is left in his heart is darkness and bad memories, which is why he is only met with despair here. Riku explains that he remembers all of his friends and that he is fighting for them, although he seems to forget a very important detail that Zexion cannot wait to remind him of. It seems Riku destroyed this place in his rage. Riku, in his anger, destroyed the islands and let the darkness in, and now he belongs to the dark that he wrought. Riku is the bringer of destruction—the being Sora fought before. Riku is Darkside.

Boss Battle: Darkside



After you pick up the pieces from your mind being blown, begin this battle confidently. Darkside is still just as easy as before, and this time you are Riku. Darkside has the same moves as before, but Riku's attacks do much more damage than Sora's did. Darkside begins by punching through the ground, creating a void that brings forth Heartless that can be dispatched easily. This move leaves him wide open for three-hit combos that can take him down a full life bar if you are quick enough.



Tip

Hitting him in this position may spawn a Gimmick Card which, when cast, creates several pillars that can be used to climb up and deliver a few blows to Darkside's head.

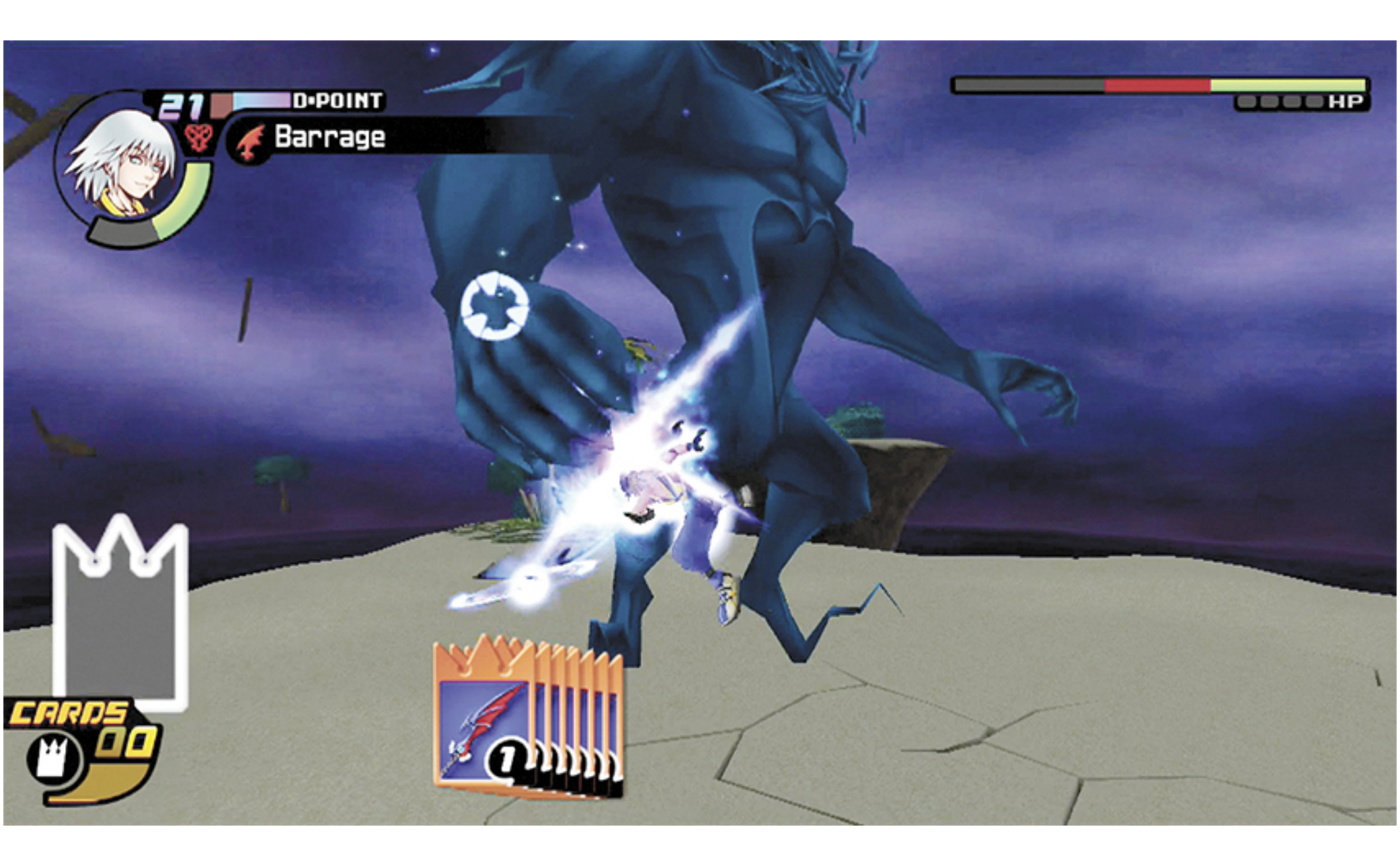
Note

It is a bit difficult in the heat of battle to hop up the platforms successfully, making the use of the Gimmick Card not as effective, so only use the Gimmick Card if you really want to.

Easily break Darkside's moves to enter D Mode and use Sleights as often as you can.

Tip

As always, Dark Firaga does some lethal damage. Dueling can bring some pain, however the newest move, if successful, is called Dark Barrage and is not as effective on a target this tall.



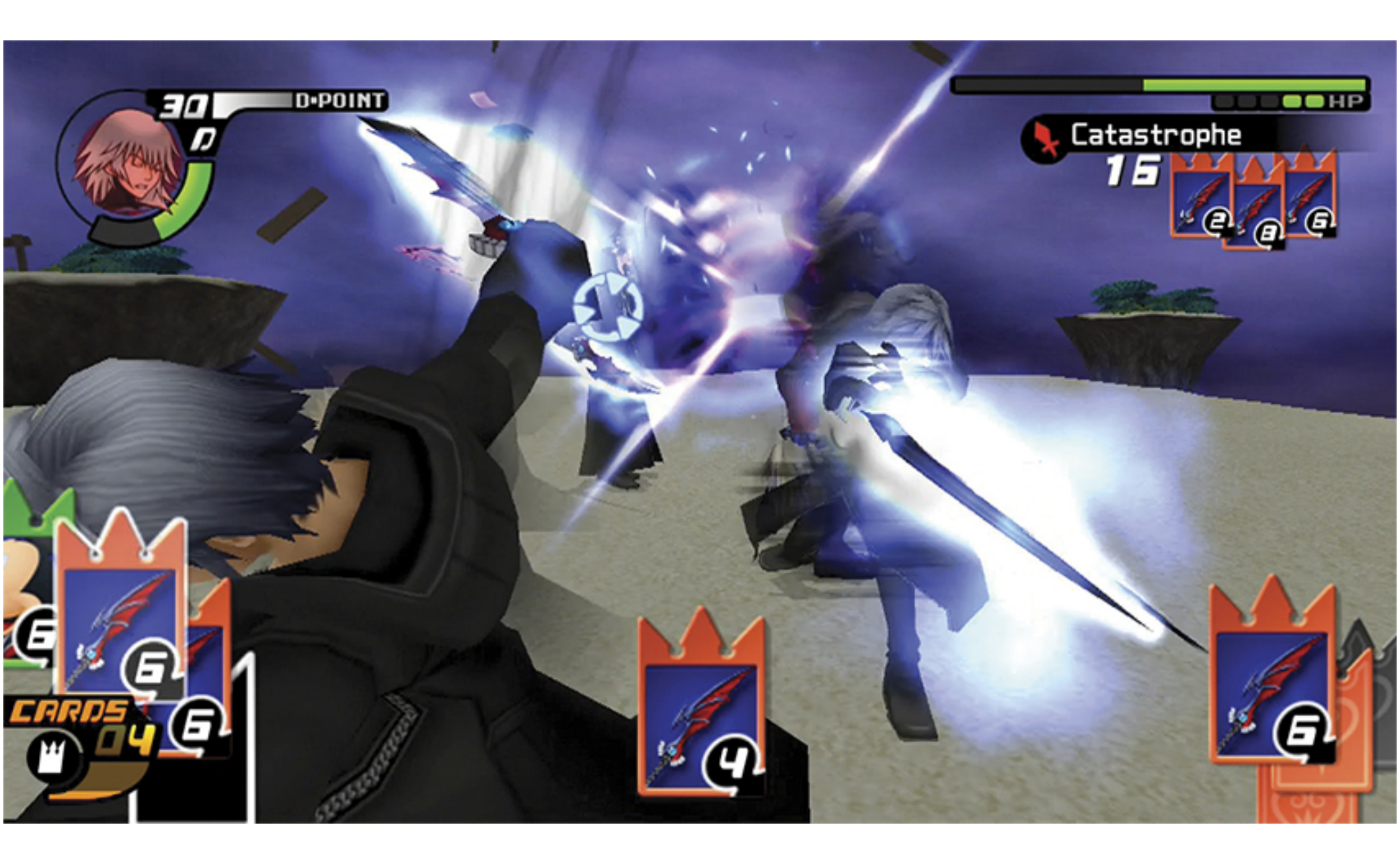
Darkside sends a barrage of his own in the form of dark balls that fall from the sky. Roll around to dodge them as best as you can, which should keep you from getting hit. Continue to enter D Mode and use the strongest Sleights in your arsenal to bring this guy down. After the fight, you level up and gain the Darkside Card.

Following the fight, Riku notices Sora standing alone. Run up to him and speak with him. Sora is apparently not as happy to see you, and he attacks Riku without question. Riku asks why Sora is fighting him, but before answering, Sora blasts Riku with a light beam from his Keyblade. Sora says that Riku is just a pawn of the darkness, and then blinds him with a blast of light.

Riku awakens, engulfed in light, and standing in front of Kairi. Kairi explains that he does not have to be darkness anymore, and that his true strength is when he is in between light and darkness. Kairi informs Riku that both the light and the dark will make him stronger, and for him to stay in the twilight in between. As the conversation goes on, it seems Naminé is speaking as Kairi, however it doesn't matter, and Riku is renewed with purpose and strength—his dark strength.

Riku awakens in his dark form and slices through Sora to uncover that Zexion was taking the form of Sora the whole time. Zexion is baffled and cannot understand how Riku has become so strong. This triggers the final battle with a member of the Organization.

Boss Battle: Zexion

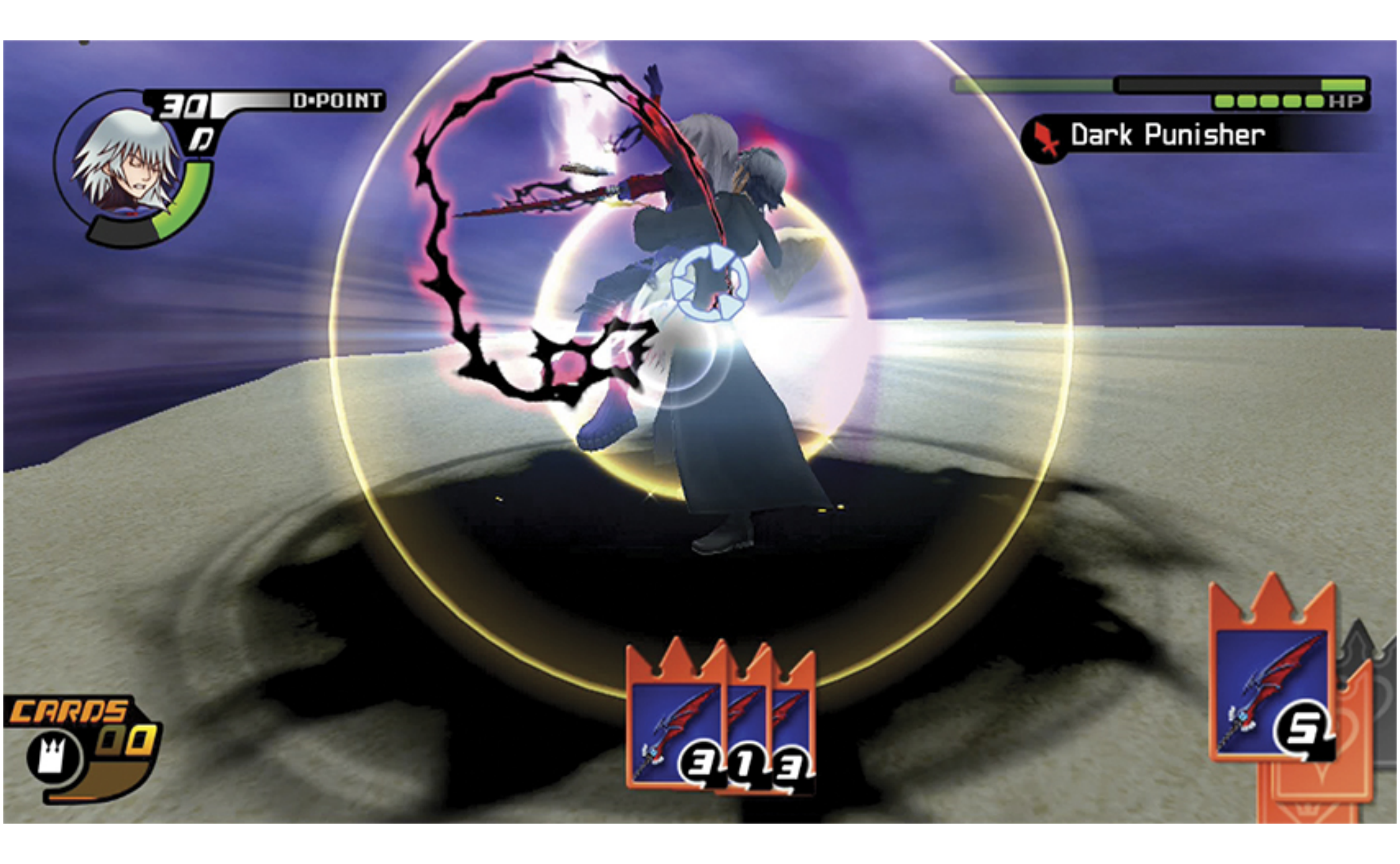


Zexion might have been a challenge if Riku was not able to fully control his dark powers, but alas, he can. Riku is permanently in D Mode now, giving you free reign to use dark Sleights to pulverize Zexion freely. Zexion begins the futile fight by using a move called Cyclone Snatch that is easily avoided.

Tip

Once Zexion uses Cyclone Snatch, just repeatedly dash in the opposite direction until Zexion stops the attack.

Zexion also uses a move called Dark Punisher where he grabs you from behind and holds you to drain your energy. There is not much you can do here but mash buttons in hopes that he will let you go.



After a little while, Zexion splits into several forms of himself that all simultaneously attack you. It may seem difficult at first to decipher which one is the real Zexion, but watch his patterns and placement to pick him out of the fray.

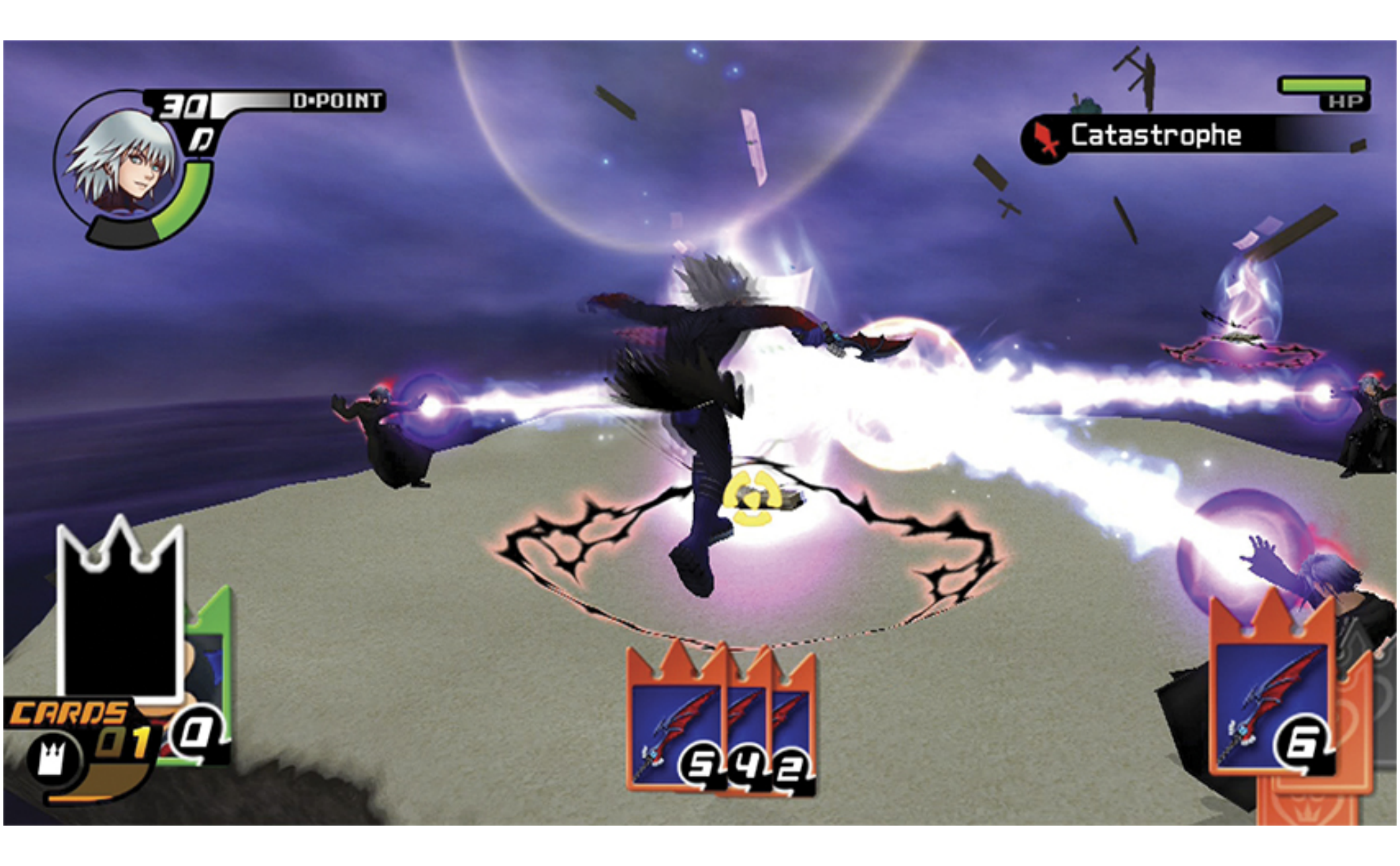
Tip

The real Zexion always returns to the middle of the arena to perform an attack, which also gives himself away.

Another annoying move is called Catastrophe, in which all of Zexion's forms shoot an energy blast that connects in the middle, and then the Zexion duplicates spin around in a circle covering the entire area.

Tip

Jump over the beams as they zoom by you to avoid damage.



Tip

Using Inverse Burst is a great way to attack all of the Zexions at once, which points out the real one as well.

Note

Zexion has the power to steal your cards, leaving you with a very light deck for the rest of the fight, so be careful.

Once you get Zexion's pattern down, he can be very simple. Just pick out the right Zexion by remembering his patterns and lay in with Sleights of your own. In no time he will be beaten and you will have the Zexion Card in your clutches.

Zexion is amazed at how far Riku has come in such a short time. Zexion gasps that Riku has always been afraid of the dark that hides inside him until now. Riku denies that he feels the same, and briefly comments that he can control his darkness that resides in his heart, and runs Zexion through with his blade. Zexion disappears in shame.

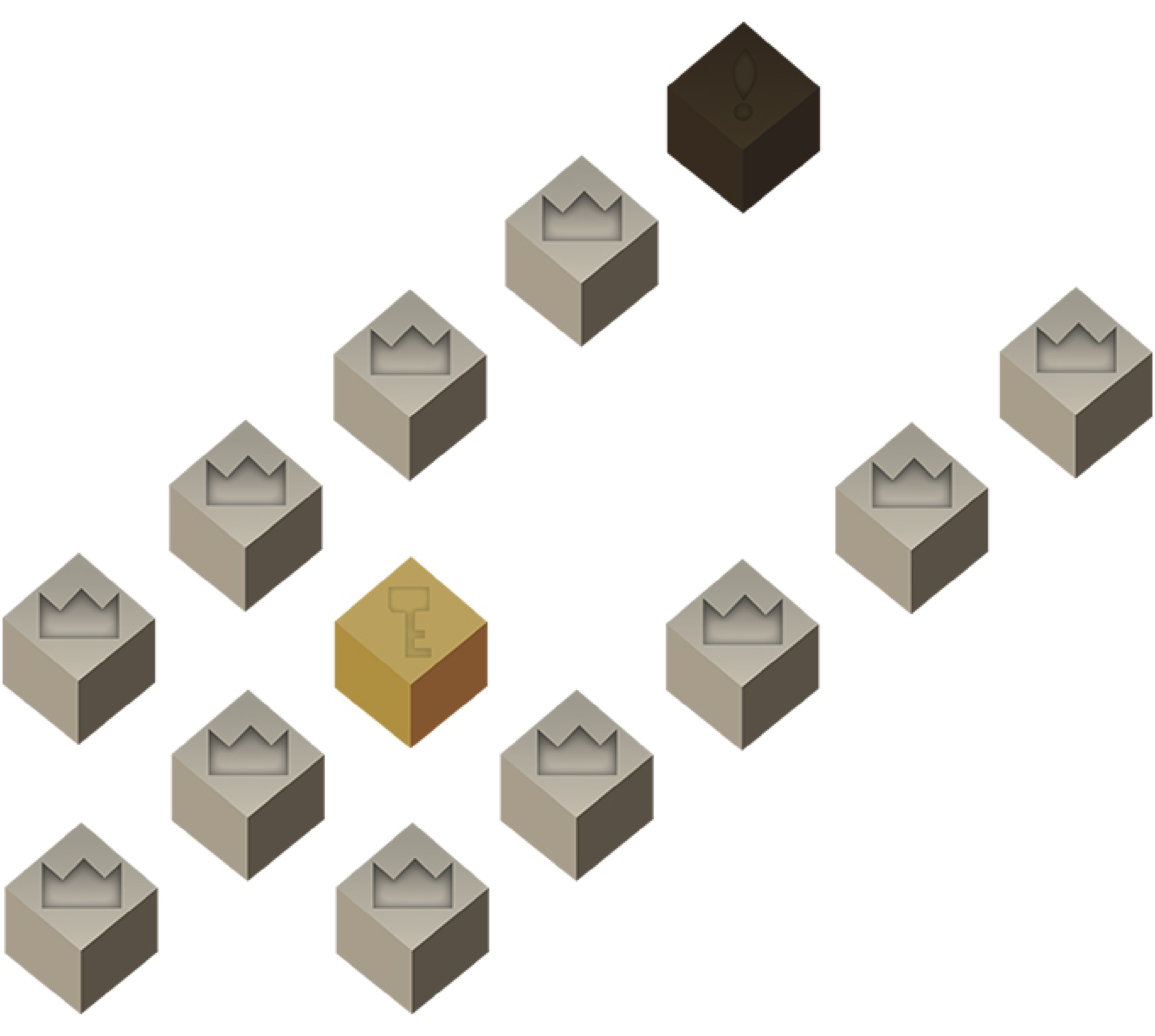
Zexion reappears back in Castle Oblivion, but he is not alone. Axel and Riku Replica are with him. Zexion attempts to use Riku Replica for his own purposes, however it seems that Axel has already gotten to him first. Riku Replica has another idea in mind, and it does not involve Zexion remaining upright.

The next scene shows the real Riku back in the castle. Instead of a warm welcome, Ansem immediately controls him like a puppet. Even with Riku's newfound abilities, it has only made it easier for him to be controlled. Just as before, Mickey appears to save him from an unfortunate fate. Mickey came from the darkness by the help of the last card in their possession. Now that Mickey is there in the flesh, it is time for the two of them to move on to the last destination. Save your game and use the last card to enter Twilight Town.

Twilight Town

Twilight Town

Once in Twilight Town, Riku is again visited by Ansem, although Riku can smell through this disguise. It seems that this is not the real Ansem, but a fake that has been informing Riku this whole time. Ansem changes into the true form of DiZ, a strange-looking man in red. DiZ explains that he is there to make Riku choose a path. Riku travels in the twilight, in between the light and dark, so he must meet with Naminé and then choose for himself. Before Riku can get any answers as to who Naminé is, DiZ is gone. Riku is given the Key of Beginnings Card and his last journey begins.



FRIENDS
Feeble Darkness

Make your way to the crown door as usual, however this time it is a good idea to engage in random battles along the way.

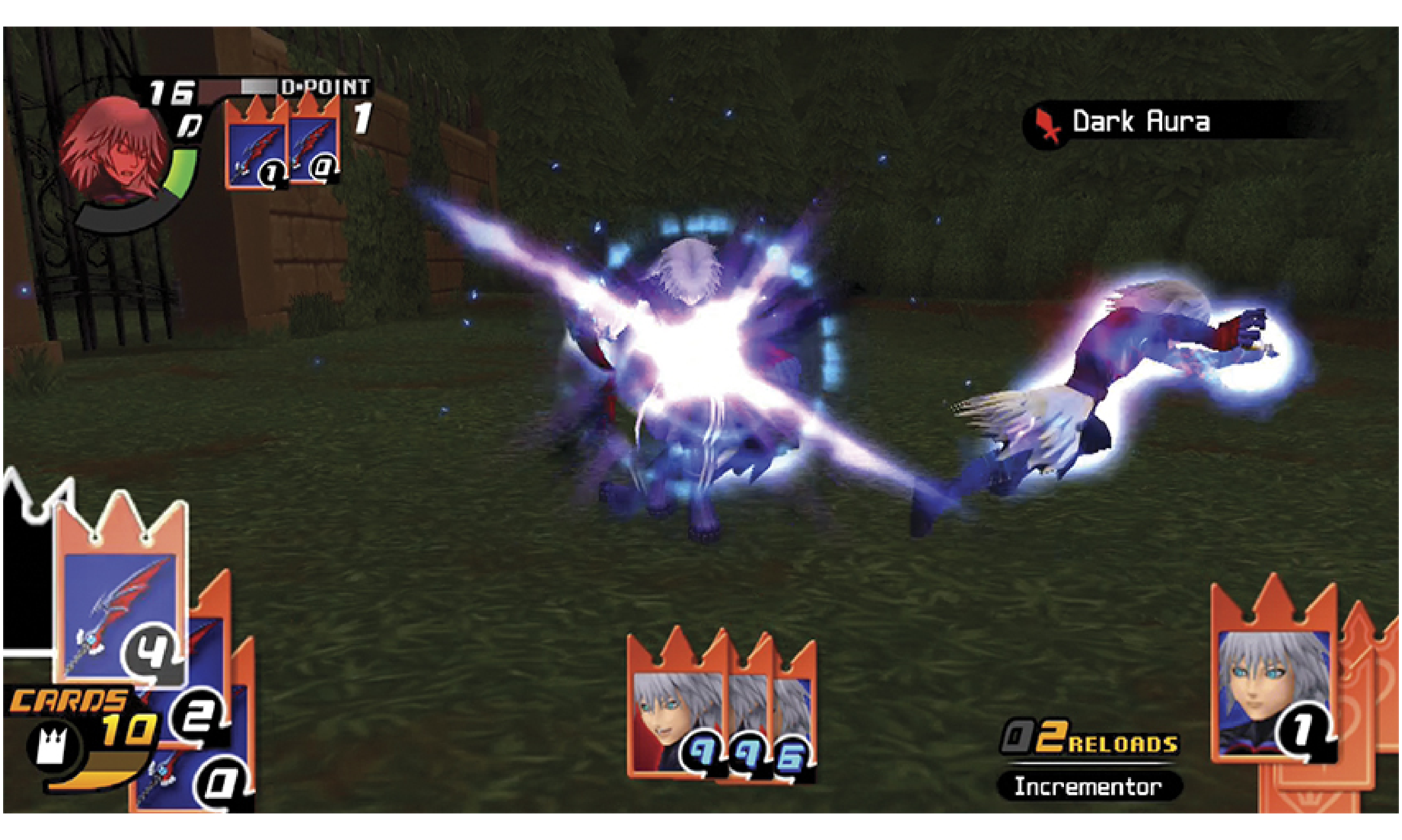
Note

Do not use up any blue cards on your path, as you will need a blue card along with the Key of Beginnings Card to proceed through the crown door.

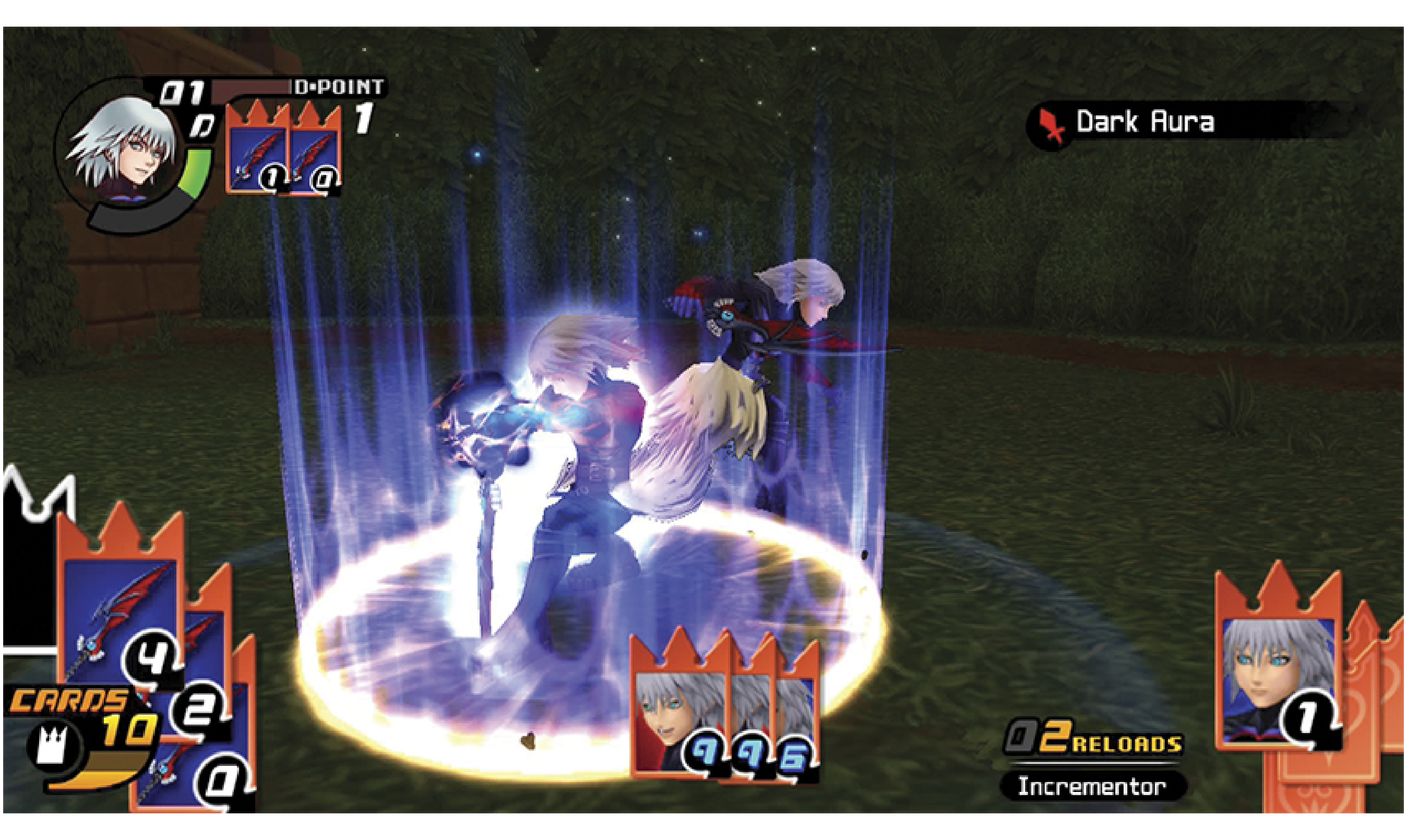
Once you get there, pass through the door and on to the other side.

The end of Twilight Town is just ahead, but before Riku can go any further, Riku Replica stops him. The fake is furious that all his memories, his powers, and everything he knows is false. As long as the real Riku is alive, he will forever just be a shadow. The poor guy has no sense of purpose—no place in the world. And for some, that feeling of being is more important than anything.

Boss Battle: Riku Replica



This fight is no more difficult than the past fights with Riku Replica. He still uses Dark Helm like it's going out of style, as well as his normal blade strikes. He also has added a new attack to his list called Dark Aura, which allows him to disappear and reappear, slashing through the air and attempting to use you as a pin cushion. He ends the attack with something similar to Dark Helm, however this tends to stun Riku as well. Dodge and roll from this as best as you can.



Tip

Riku Replica's attacks can still be easily broken, so enter D Mode frequently to use your most powerful Sleights.

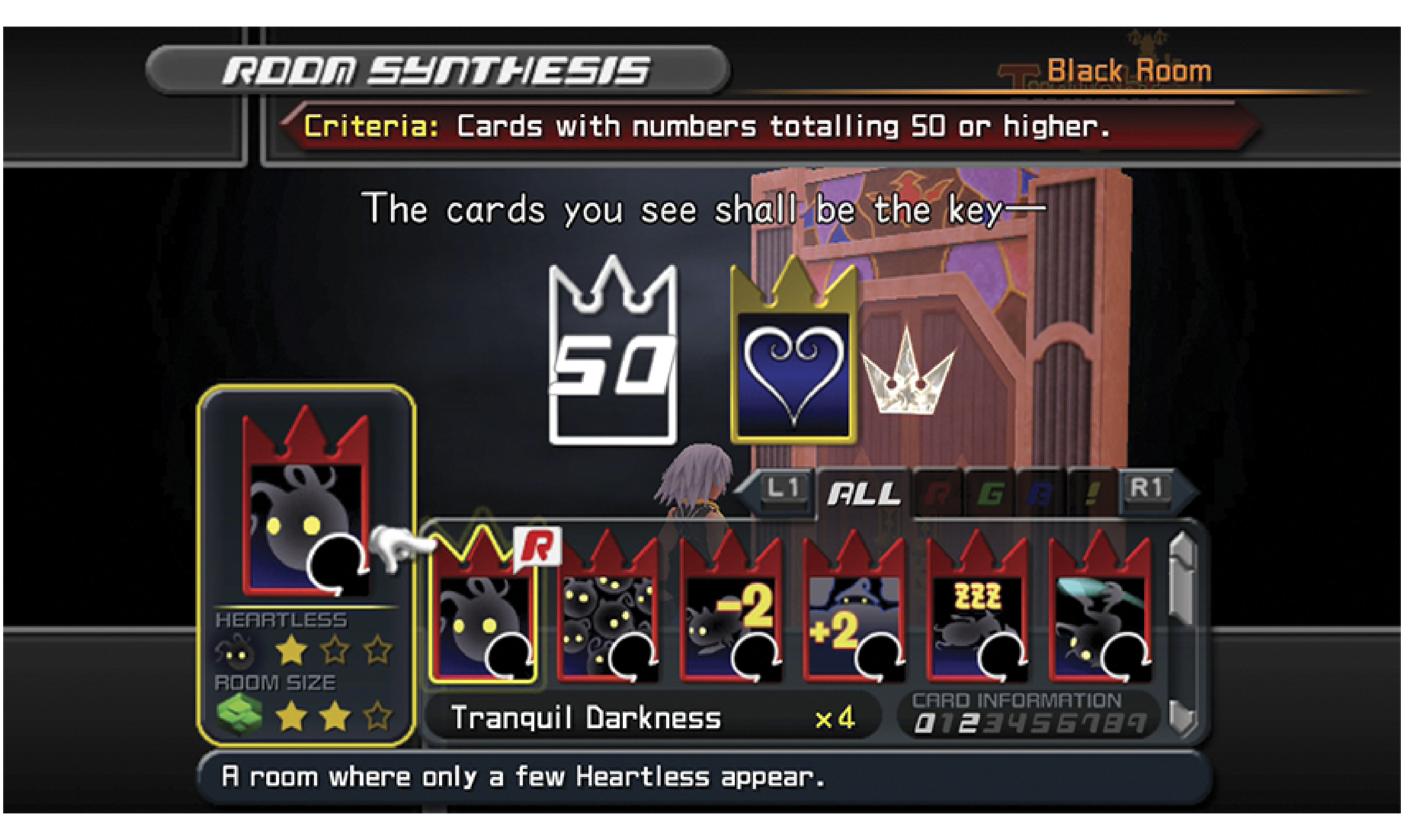
Keep up the same tactic as before of rolling, breaking his attacks, and going on the offensive with all the combos and Sleights you can muster. Keep using Dark Firaga as a staple move and use it freely as it still remains your most impressive attack.

Tip

Dueling with Riku Replica pays off well if successful, causing great damage to the pathetic fake by using Dark Barrage.

After you defeat him you gain a new level.

Riku Replica is lying in his own darkness, dying. Riku stands over him and gazes at the shadow of himself. Riku Replica asks Riku where a fake's heart will go after death. Riku attempts to comfort him in any way he can. Riku Replica comes to terms with who he is just before he vanishes into nothingness. The Key of Guidance is obtained, leaving Riku to ponder his last words.



ROOM SYNTHESIS

Black Room

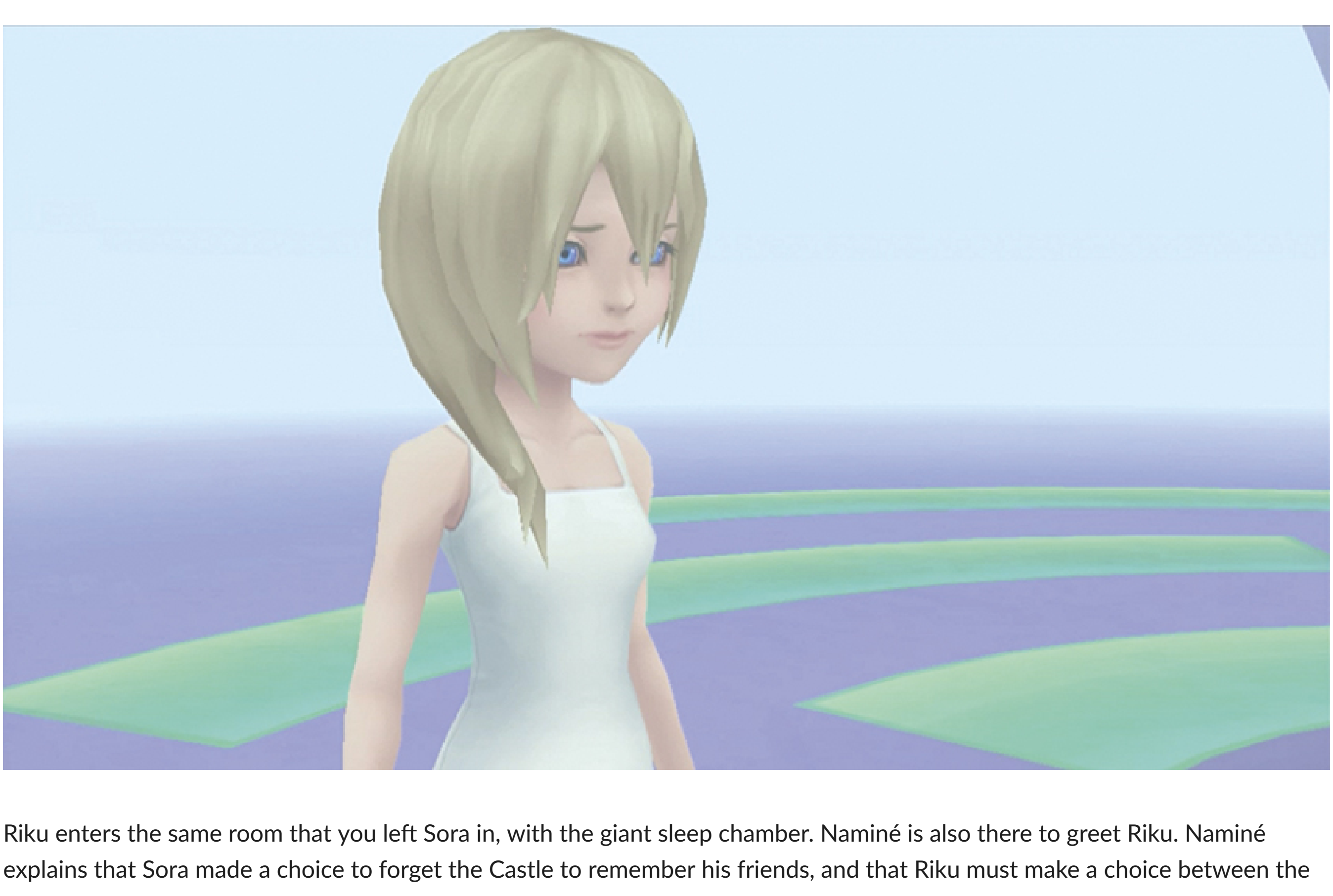
Criteria: Cards with numbers totalling 50 or higher.

The cards you see shall be the key—

Tranquil Darkness ×4

A room where only a few Heartless appear.

Open the map and look for the next glowing door. You must make your way to the west-most path. Do so, gathering whatever cards you can and leveling up along the way. Use the Key of Guidance once you get there and pass through into the next area.



Riku enters the same room that you left Sora in, with the giant sleep chamber. Naminé is also there to greet Riku. Naminé explains that Sora made a choice to forget the Castle to remember his friends, and that Riku must make a choice between the light and the darkness. She warns that soon Ansem will try to take control of him just as he did before.

Naminé tells Riku that she can lock his heart so that Ansem can never take control from the inside, but he will forget the darkness ever existed. Riku decides to fight Ansem anyway and to not run from the darkness. He leaves Sora in the care of Naminé and wonders off to fight Ansem.

Leave the room and head to the last room, which is on the opposite side of the map.

Tip

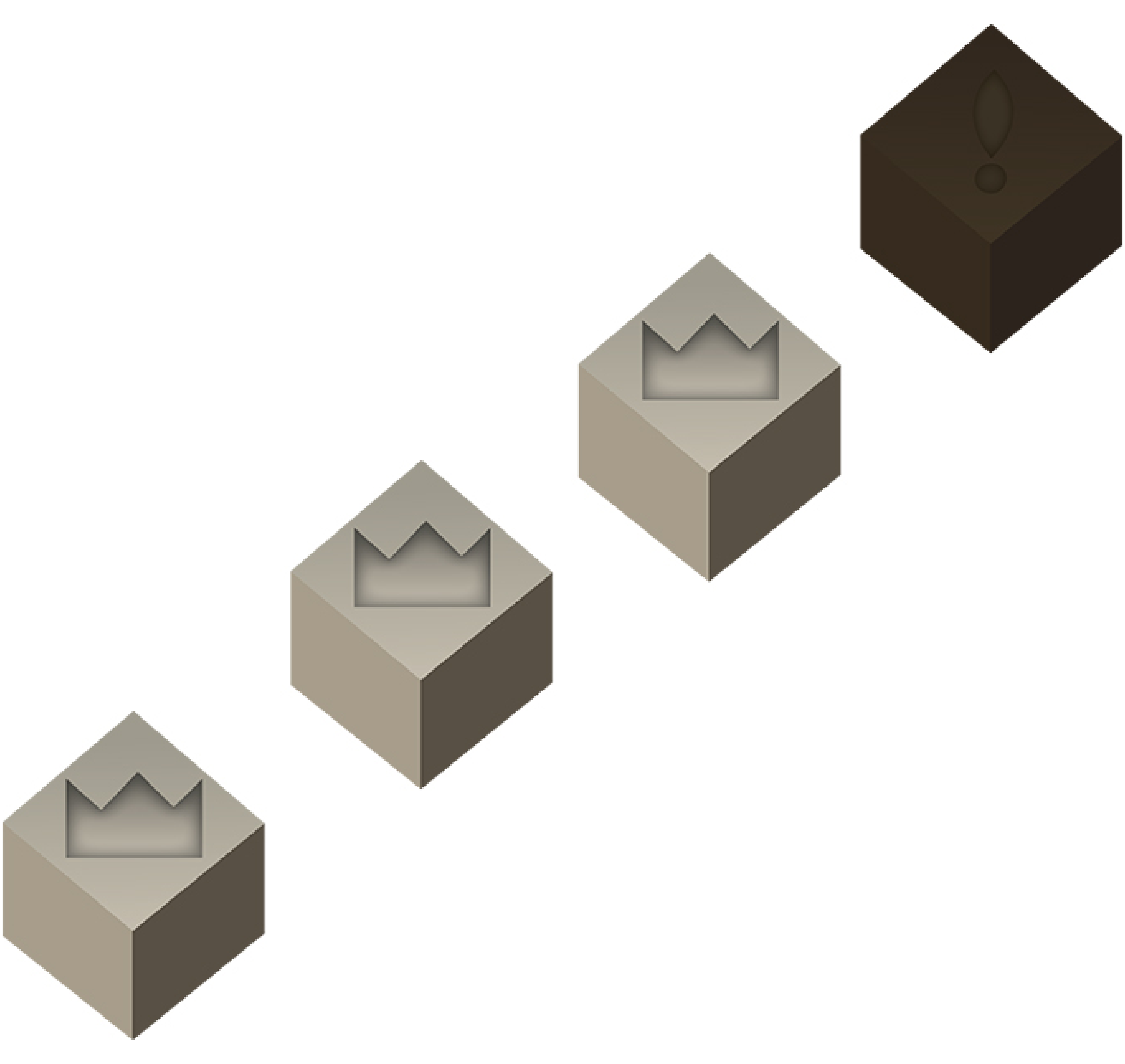
There are not many chances left to level up before the last battle, so take this opportunity to gain some extra strength.

Once you approach the last room, enter the door that leads back to Castle Oblivion and either to your salvation... or to your demise.

Castle Oblivion

Castle Oblivion

Back at the Castle, Mickey welcomes Riku, as does DiZ. Riku wants some more answers from DiZ, which does not come easily. DiZ informs Riku that they will be hunted relentlessly by the Organization. DiZ hands Riku and Mickey a cloak worn by the Organization that grants them protection from being overcome by darkness. The cloak makes it so the Organization cannot smell them out when you make your escape. DiZ gives Riku the Castle Oblivion Card and the two heroes run off to face Ansem.



Riku stops Mickey from coming with him, telling him that this fight is something he has to do himself. Mickey is shocked, but allows him to do so. Riku starts to tell Mickey that if he loses and is enslaved, Mickey must destroy him. Mickey stops him from finishing the sentence and informs Riku that no matter what, he will be right there to help Riku. Riku then makes his way to his last test—the final fight with Ansem.

Ansem taunts Riku as he enters and mentions that he will be waiting for him at the heart of the darkness. Riku gains the Key of Beginnings and becomes playable once again.

Caution

This is your last chance to gain experience and level up, so take the time to do so.

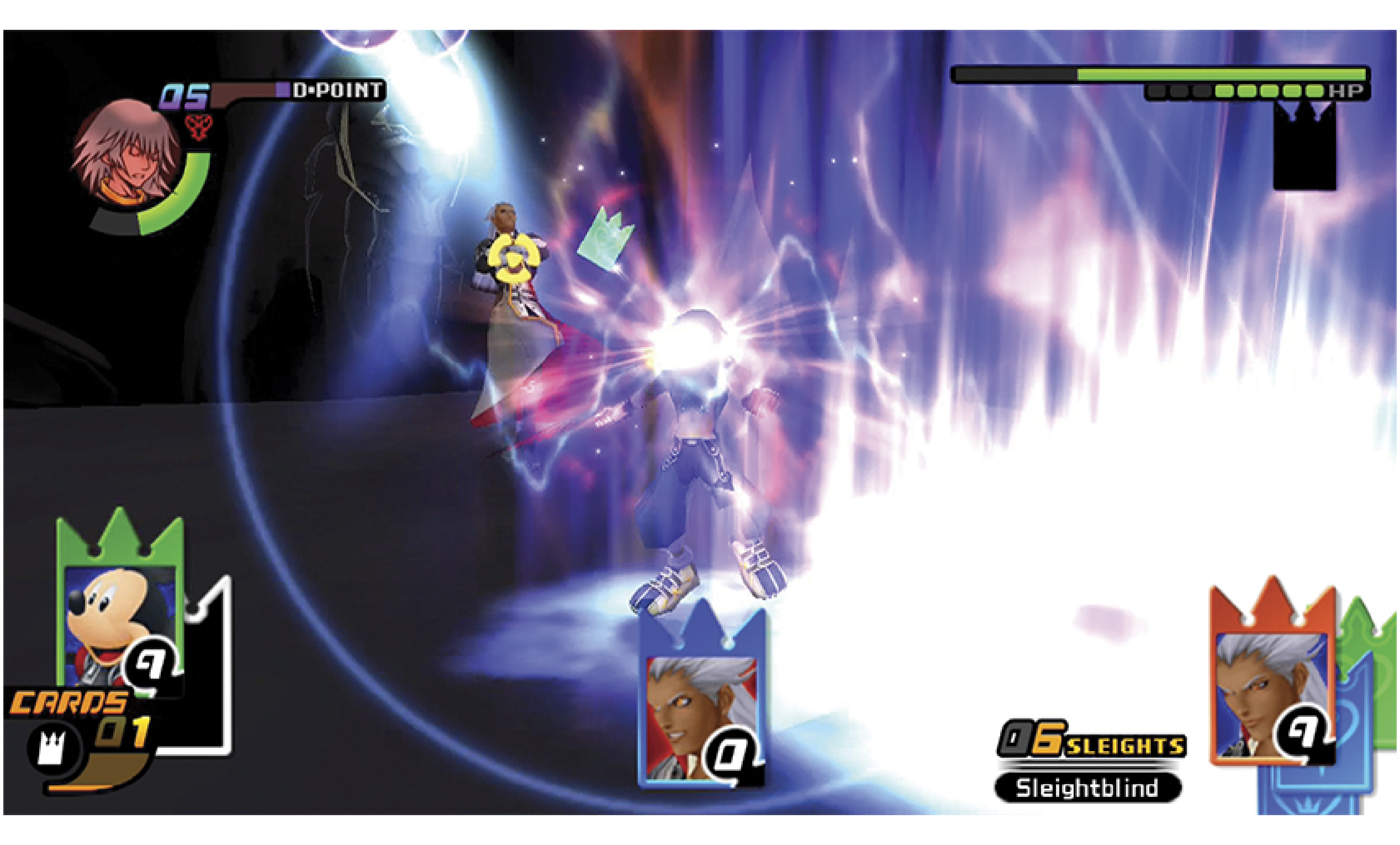
Tip

Don't forget to use a Moments Reprieve Card for the room before the crown door, to save and heal up before the last showdown.

Make your way to the last door and use the Key of Beginnings to pass through into Ansem's chamber.

Ansem tries one last time to convince Riku to come back to the darkness and join him. Riku exclaims that even with Ansem's powers, Sora still defeated him. It seems Ansem does not have as much power to give as he thinks. Ansem becomes enraged and plunges Riku into the abyss to fight him alone.

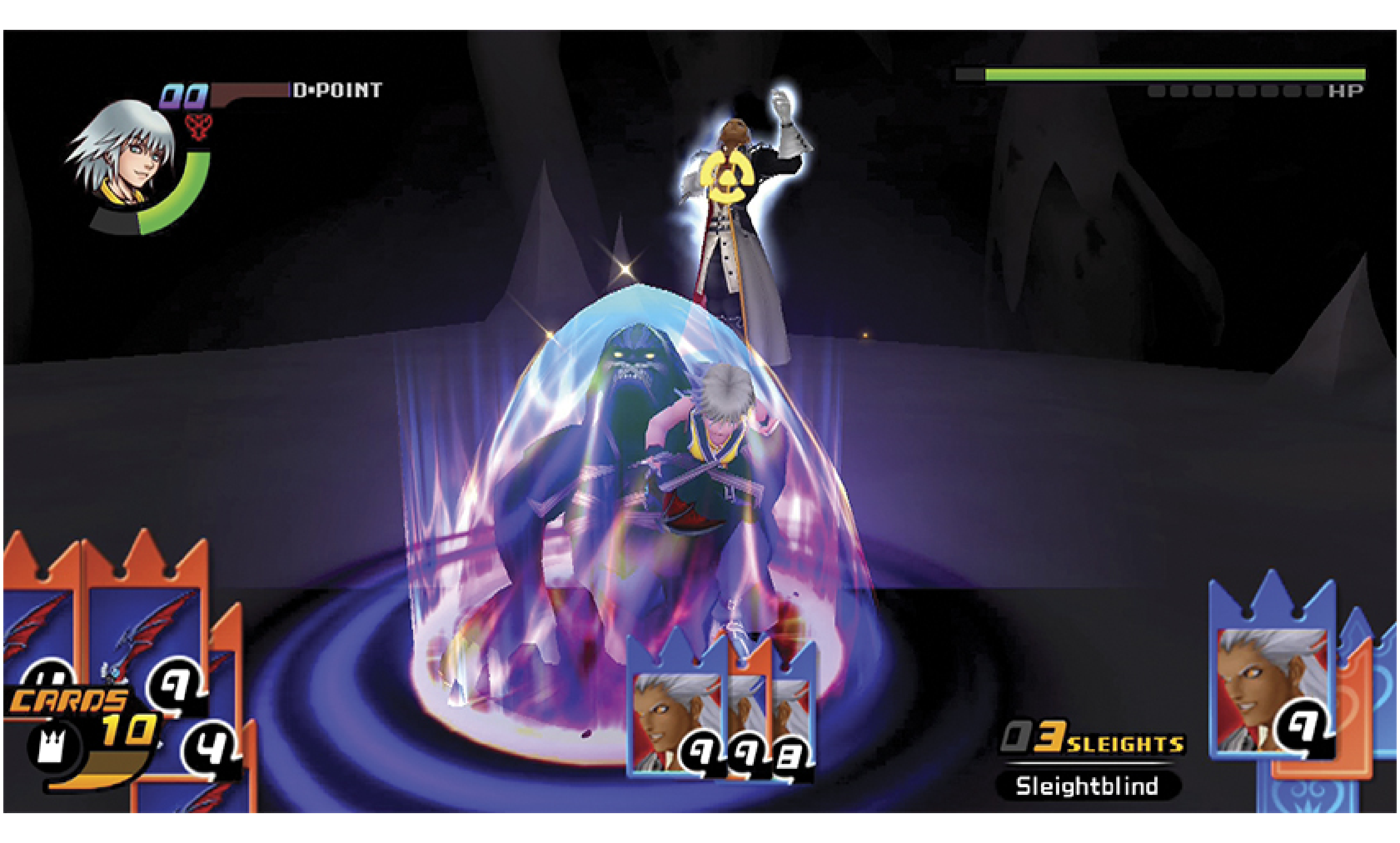
Boss Battle: Ansem


05
D•POINT
HP
CARDS
01
06 SLEIGHTS
Sleightblind

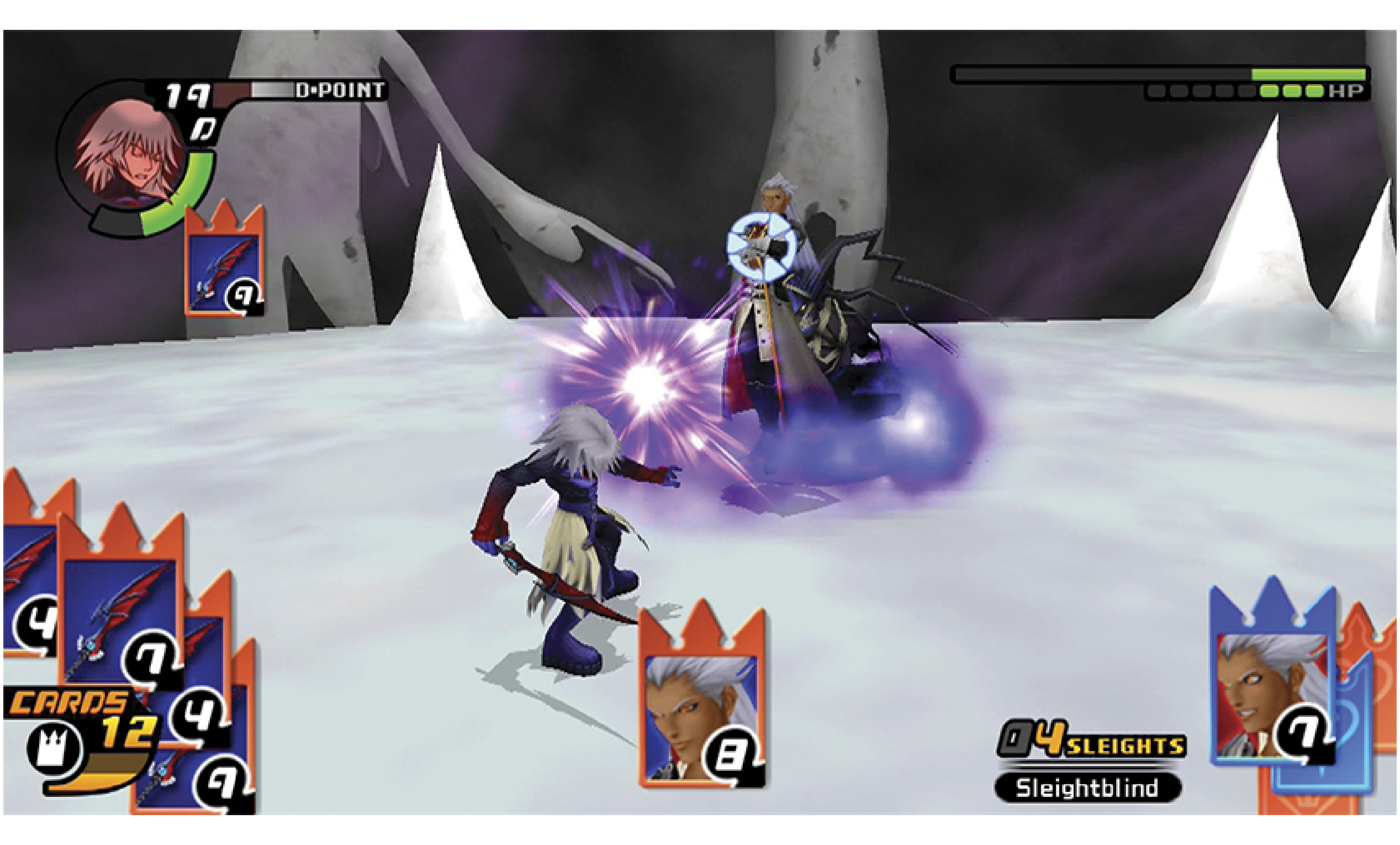
Ansem has a ton of life, which may seem intimidating, however do not fear it. His defense is pretty low for an end boss and your three-hit combos will knock him back a couple bars in the first thirty seconds.

Note

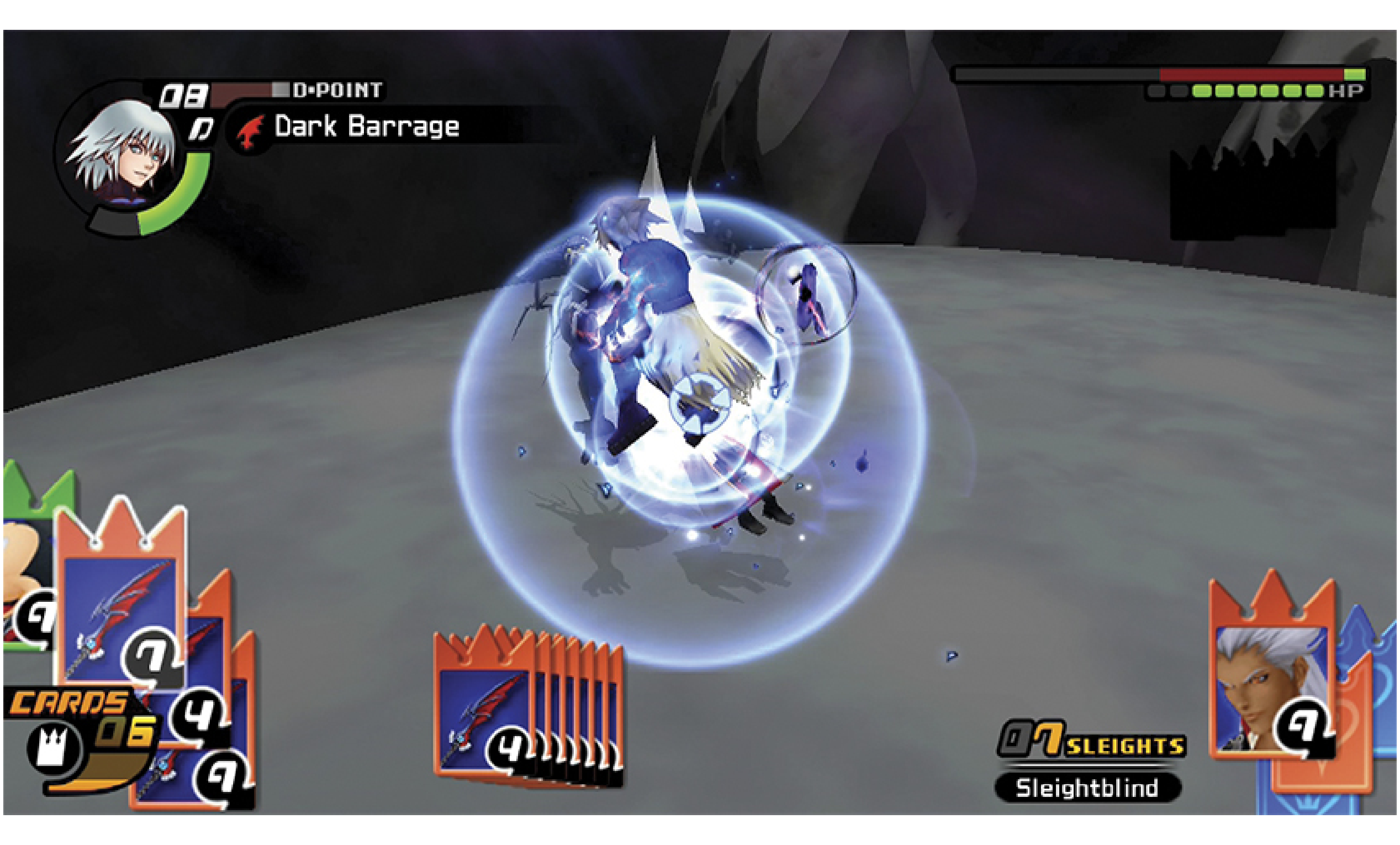
One thing to keep an eye on is the demon on Ansem's back. If you get too close it will give you a punch from hell, so keep your distance after you inflict some pain on Ansem.


00
D•POINT
HP
CARDS
10
03 SLEIGHTS
Sleightblind

Ansem uses a move where he throws several disc-shaped energy blasts at you that can be easily dodged if you have timing on your side.


19
D•POINT
HP
CARDS
12
04 SLEIGHTS
Sleightblind

Another move is a rapid attack that involves Ansem flying back and forth across the arena with the intention of knocking you around a bit. Dodge that as best as you can to receive little or no damage.

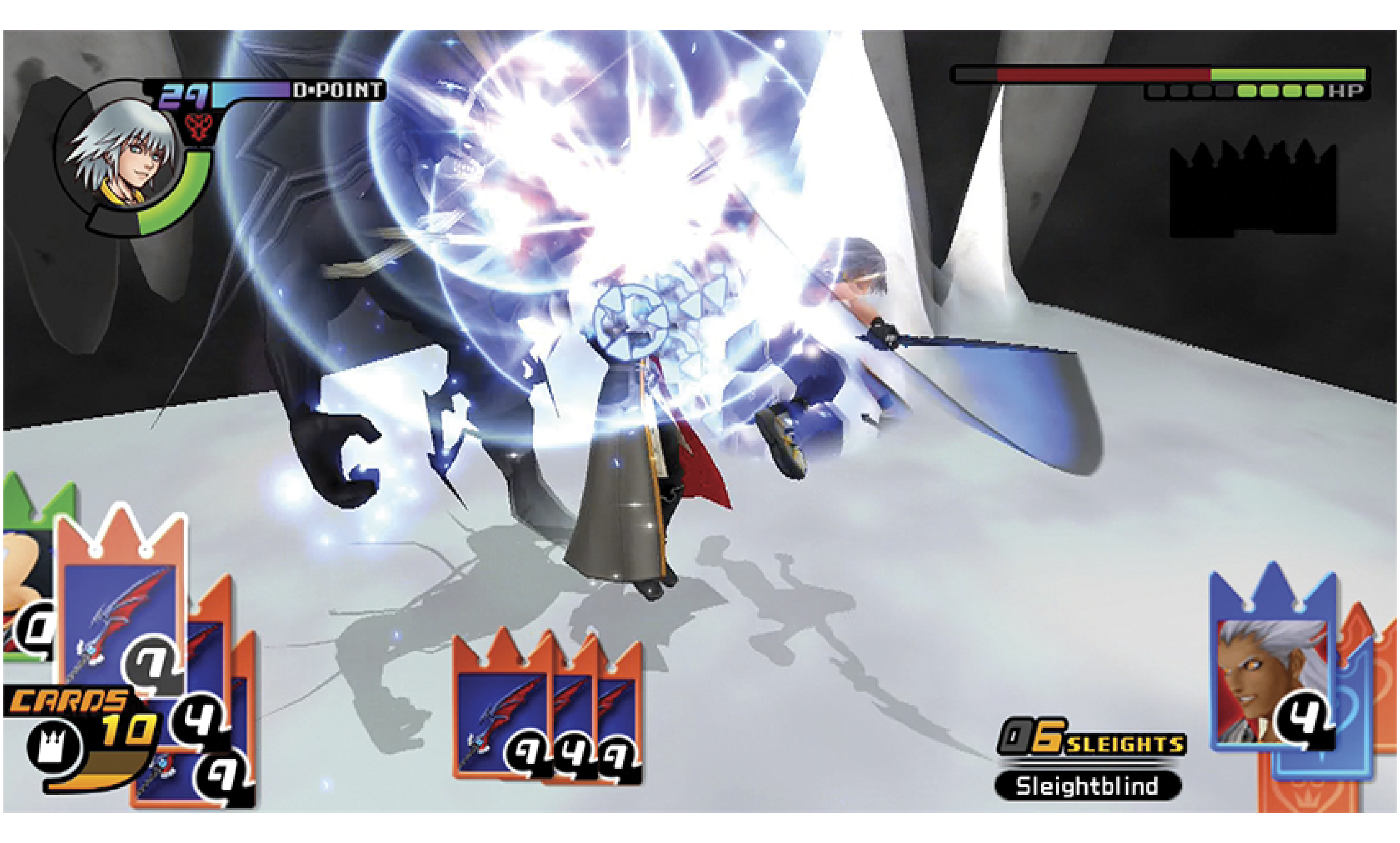

08
D•POINT
Dark Barrage
HP
CARDS
06
07 SLEIGHTS
Sleightblind

Tip

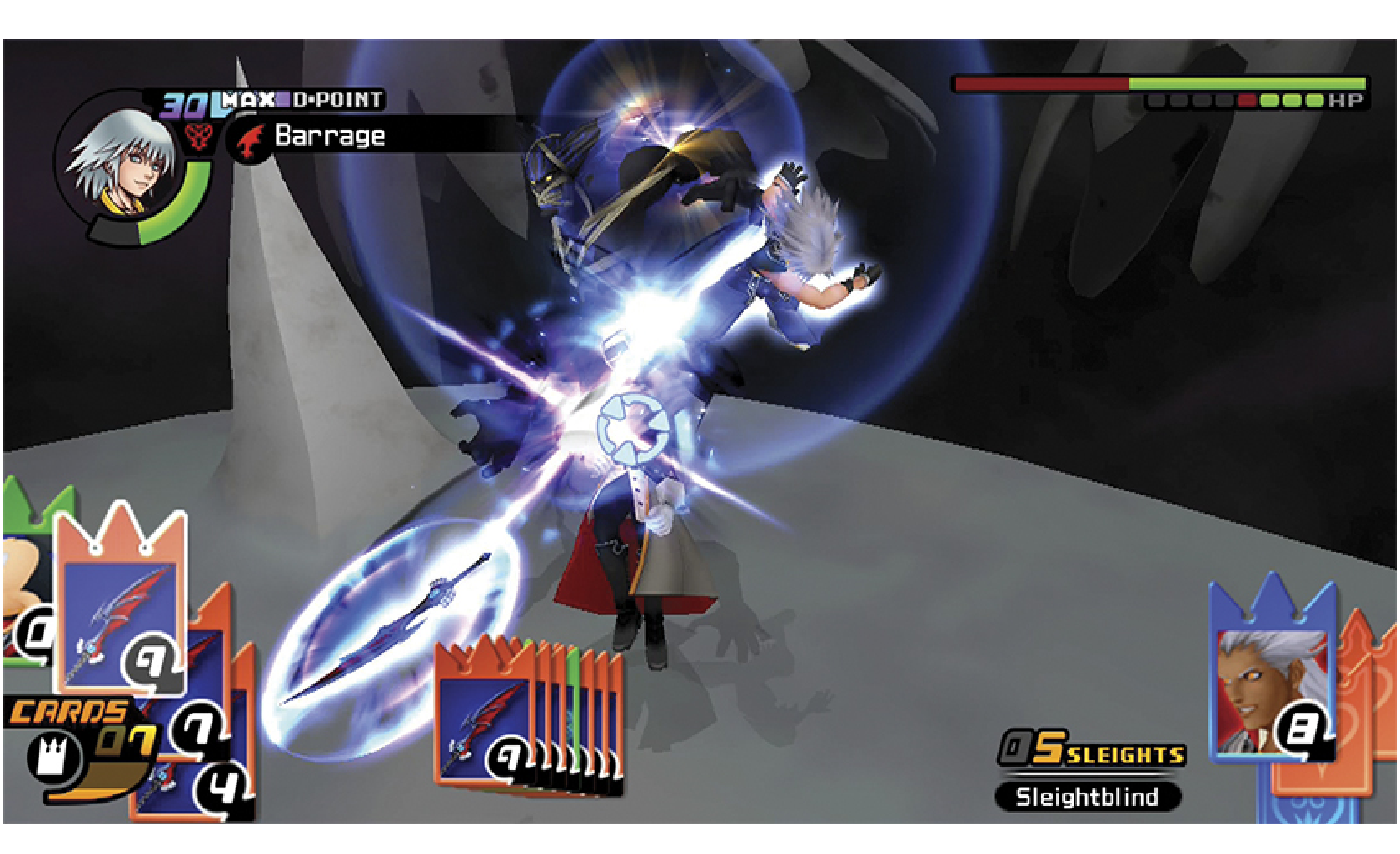
Engage Ansem in a duel. If you are successful, Dark Barrage will take him down almost a full life bar.

Tip

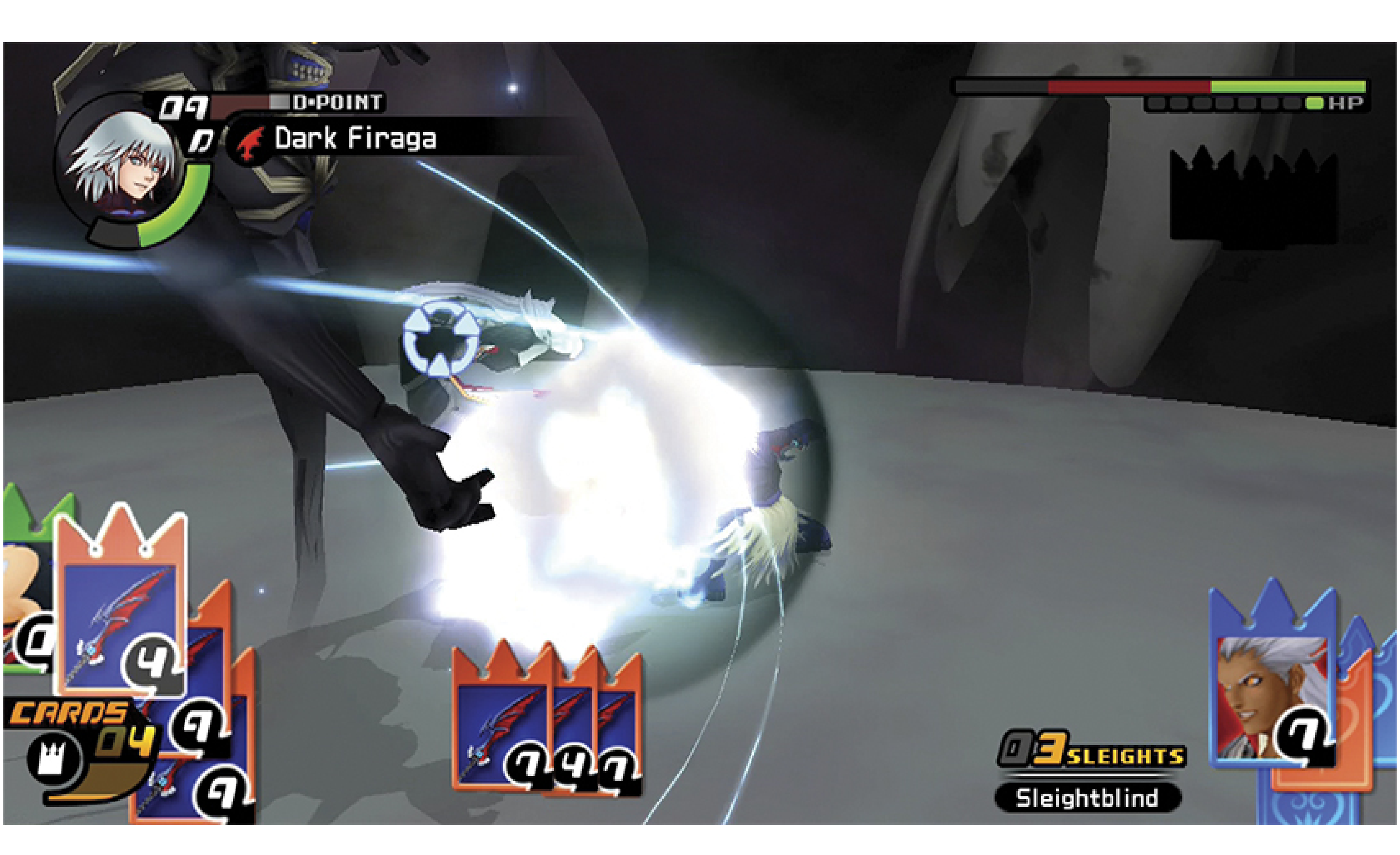
Remember to lock on to Ansem, which will make it easier to keep an eye on him for dodging or attacking.

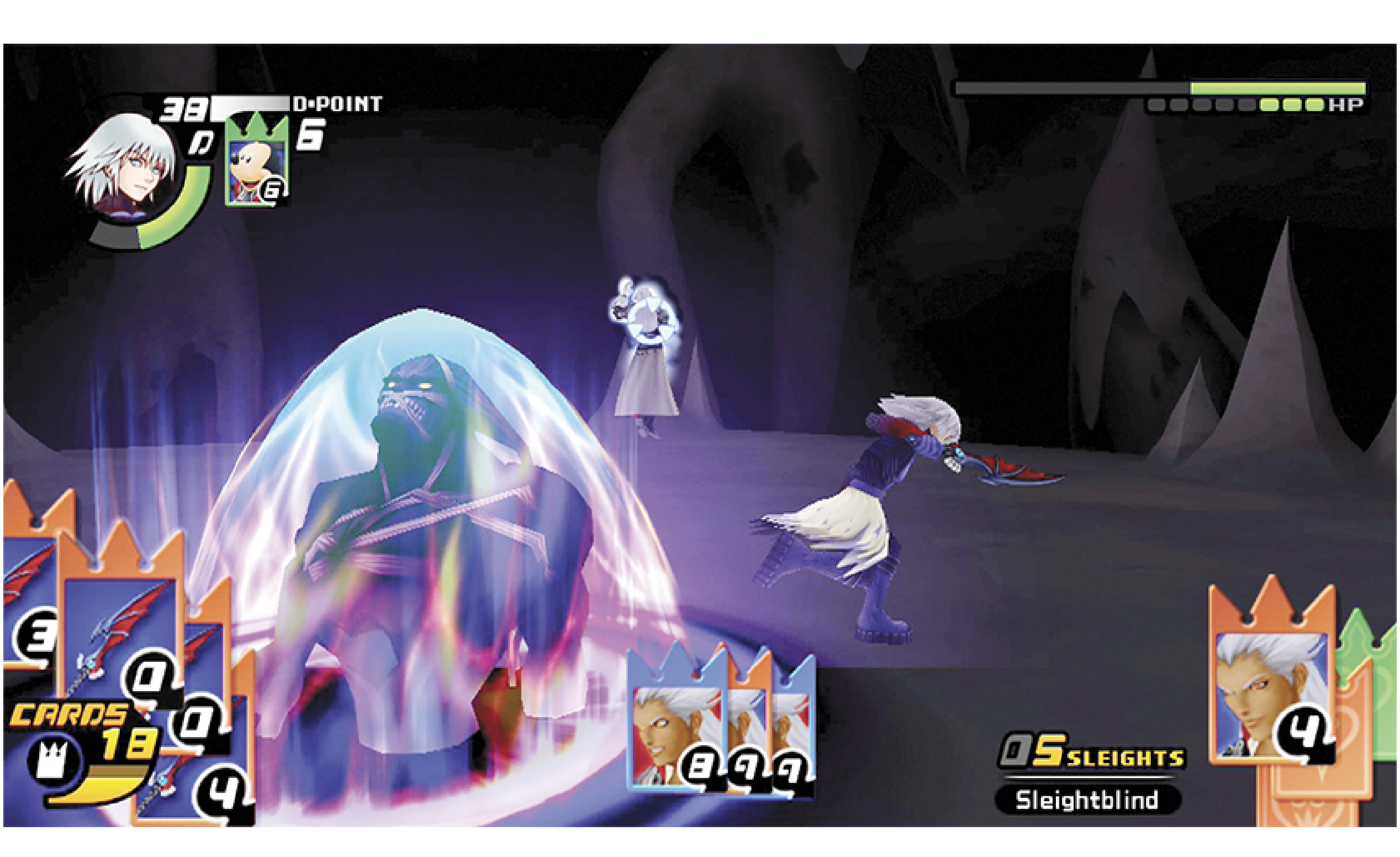

29
D•POINT
HP
CARDS
10
05 SLEIGHTS
Sleightblind

While Ansem's last boss battle status may make him intimidating at first, you soon realize that his defense is terrible, and his moves are incredibly easy to dodge and break. Ansem is profoundly easy for being the last enemy and it shows. The only painful attack Ansem has is one where he commands his demon to fly into the air and pummel you over and over again. If you are not careful, this can end your existence if your life is too low. Rely on simple tactics, such as rolling, breaking, and using D Mode to punish Ansem with Dark Firaga.


30
MAX
D•POINT
Barrage
HP
CARDS
07
05 SLEIGHTS
Sleightblind

Duel as much as you can, as Dark Barrage takes him down a lot, and use Mickey Cards primarily for healing. Do this and Ansem falls flat very quickly. After the fight ends, you do not receive any experience unfortunately. However, you do get a well-deserved ending to an exhausting story. Sit back and enjoy the final scenes between Riku and Mickey.


09
D•POINT
Dark Firaga
HP
CARDS
04
03 SLEIGHTS
Sleightblind


38
D•POINT
6
HP
CARDS
03 SLEIGHTS
Sleightblind